ALICE ASYLUM

POTENTIAL GAME SCRIPT & NARRATIVE OUTLINE

Version 2.1 - Completed December 2nd 2021

SECOND CUT

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HEAVY SPOILER WARNING

This document contains ALL current narrative content and a full conceptual gameplay outline for the potential *Alice Asylum* videogame concept.

CONTENT WARNING

This document contains scenes describing themes of child abuse and family deaths. There are distressing scenes focussing on traumatic and repressed memories from the main character's childhood. There are also confronting scenes concerning mental heath, violence, horror themes and gore.

If reading content of this nature cause you distress or poses a risk to your own well-being in any way, please make the right choice that best suits you in choosing to read the story contained within this document.

As content creators we want to safely allow you the chance to make your own choices about what is best for your own well-being. Please take care of yourselves and each other out there.

MYSTERIOUS STUDIOS

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WHAT IS THE PURPOSE OF THIS NEW DOCUMENT?

This document has been updated and reworked from the Version 1.0 document released in August 2021 by the authors. Along with internally approved alterations, this document now includes actioned feedback and input from the Alice: Asylum community and fan-base.

DOWNLOAD THE ORIGINAL V1.0 NARRATIVE HERE

The feedback we received in your surveys was overwhelmingly positive. Your comments offered us some good catches that we missed, some affirmations in our thoughts and internal discussions, and also consistently highlighted some key areas for improvement across different readers. A lot of you felt the same about certain things! With this information on hand and under our own considerations for the right improvements, we jumped back into the story work.

As the writers of Asylum, we also both personally felt there was still room for improvement in Alice's story. With fresh eyes and some time to digest, we believe this new pass improves on the original. We hope you'll agree. Thank you for all those who submitted their thoughts to try and make Alice's story as cohesive, enjoyable and satisfying as possible with us.

Alex & American

THIS DOCUMENT WAS MADE POSSIBLE BY ALICE'S FANS AND "THE INSANE CHILDREN" WHO SUPPORT OUR PATREON

PATREON.COM/AMERICANMCGEE

Valuable fan feedback and Patreon discussion has helped bring this document to life.
Add your voice to the design discussion via Patreon and help our efforts to turn Alice 3 into a reality!

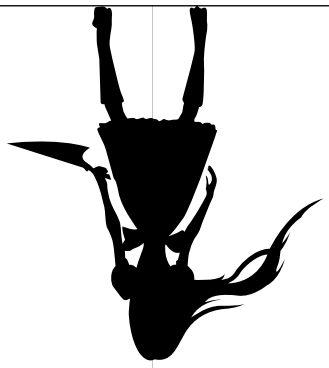
WHAT'S NEXT?

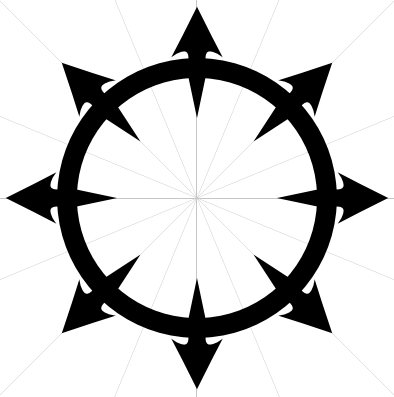
After the release of this document, this narrative outline serves as base proof of concept for the narrative content to be contained within the *Alice Asylum Design Bible.* Work will resume on the Design Bible based on the content within this document. The Alice Asylum pre-production project remains in state of "Work in Progress". All content is subject to change, but the focus is now on delivering a "proof of concept" in a high-quality, finished presentation package. Some story edits may still happen, but our team focus is now on *finishing the Design Bible*, rather than *editing the story*.

The Design Bible is a comprehensive and detailed game design document, (currently a work in progress) featuring all potential concept artwork, game mechanics and game information, alongside the potential narrative script outlined in this document. The Design Bible will contain all information created for the Alice Asylum game concept, to be released in a digital format for FREE upon completion of the Design Bible project.

The Design Bible is viewed as the best sales tool for prosepective investors, as well as an avenue for the fans to enjoy some quality Alice content, hopefully resulting in a potential new game to be funded and greenlit for development.

DOWNLOAD THE DESIGN BIBLE W.I.P. HERE





GAME BEGINS

(The Slumber - Encounter #1 - Resistance)
[Sonata No. 14 "Moonlight" in C-Sharp Minor, Op. 27 No. 2 I. Adagio sotenuto (Beethoven)]

Darkness. Shadows. The sound of a clock similar to what we heard at the start of Madness Returns then morphs into a train over tracks which morphs into a rapidly beating heart…

ALICE

I remember being free. What it felt like to run outside without fear. What it felt like to have a home. But you took that from me. You put me in this prison. And threw away the key.

A mysterious, yet familiar voice cuts through Alice's thoughts.

???

Open your eyes, Alice. Perhaps this time, you will finally see.

Alice opens her eyes, she is alone. We PLAY as a frightened 13-year-old Alice running through a moonlit, snow-covered English garden. This is The Slumber, a manifestation of Alice's childhood memories. It serves as the First Tutorial for Basic Movement - walking, running, climbing, and jumping.

ALICE

This nightmare is always the same. I cannot run fast enough. I cannot escape. Something is always watching me…

A cut scene plays revealing **THE MOON** looming over Alice's shoulder; there's something odd about its size and form.

ALICE

Hunting me…

The Moon turns to reveal a menacing face. Eyes locked on Alice, it howls and pursues her. As it draws nearer it sings an ominous lullaby. The tune, once heard, forces forest creatures to slump to the ground. Alice is unsure if they are dead or sleeping.

ALICE

The Moon. No matter where I run. Where I hide. It finds me. Its song ends my escape. I fall under its spell…

She runs.

ALICE

And when I wake? This horrible show starts all over again. Back into the spotlight. Back on the stage. I always have my part to play…

Alice trips and falls to the ground, tangled on a branch in the snow. She rises to her feet. Looks determined.

ALICE

No more. I must escape.

We PLAY as Alice runs for her life. Running, jumping, climbing, and swinging to escape.

Alice runs until she finds sanctuary inside her childhood home: **The Liddell House.** Oddly silent except the tick-tock of a large grandfather clock.

Within, Alice encounters her burnt and twisted family. They sit around a macabre table set for Alice's birthday, wearing rabbit masks. There's a black cake on the table. Its a writhing mass of black tentacles with burning human figures as candles. As the candles melt, so does Alice's family around the table. A gooey mix of wax, flesh and blood drips down their faces, and onto the floor. The music echoes hints of "happy birthday" while Alice's family shoves the disgusting cake into the mouth holes of their masks as they burn.

She once again re-lives the horror of their deaths in the fire that consumed their home.

THEY CHANT AT HER:

IT'S ALL YOUR FAULT. IT'S ALL YOUR FAULT.
IT'S ALL YOUR FAULT.

ALICE

My family. The only way I can remember them. Over and over I see the night of the fire. That fire.

And the death of everything I ever loved. How long must I repeat this endless torture? How long will I be kept here?

???

Until, you have learned…

The mysterious voice echoes.

A violent earthquake shakes the house. Pictures fall and glass shatters on the floor. The sound is like a roaring train and then…

Alice SCREAMS and - everything stops - Alice abruptly comes face-to-face with **THE CATERPILLAR** sat atop a gigantic mushroom. He is The Voice guiding her through her memory. Smoke billowing from his hookah, the world around Alice wafts and morphs to match his riddled words. He speaks:

CATERPILLAR

It appears you're late, once again Alice… and to your own party no less…

ALICE

I'm not late. I'm lost. I have no choice in this nightmare! I have lost count of the times I've seen their burning faces and heard their screams…

CATERPILLAR

There is a truth in your suffering.

Caterpillar exhales another plume of smoke.

CATERPILLAR

There is still much for you to learn.

ALICE

I don’t want to learn! I want to escape this dreadful place!

CATERPILLAR

A pity you show no interest in understanding your own shadows, Alice.

The world and caterpillar fades away into complete darkness.

CATERPILLAR

For they have a keen interest in you…

Alice is now alone, save for a single, ornate looking-glass. Standing well over her head, the mirror’s beautiful frame is sharp and sinister.

Slowly approaching, then facing her own reflection, Alice suddenly glimpses a terrifying **SHADOW CREATURE**, both shapeless and jagged, staring back at her from behind the darkened looking glass.

THE SHADOW

There you are, Little Girl. Finally, I’ve found you.

Its words drip with malice.

Alice and the Shadow examine one another, they mimic each other’s actions as the Shadow continues;

THE SHADOW

Blissfully unaware. How pleasant it must be… to be trapped in the calm beneath the waves… as the storms rage above…

As Alice outstretches her hand to meet the clawed hand in the dark mirror, The Shadow Creature suddenly breaks through the Looking Glass, shattering the mirror into a thousand pieces. As jagged glass tumbles in the darkness, Alice flails around to defend herself, suffering hundreds of cuts.

Just as a large shard of glass is about to pierce Alice's heart, she reaches out and grabs it. Suffocating smoke and embers engulf the girl.

Alice turns the shard over in her hand and it transforms into a beautiful **Crystal Vorpal Blade,** her own blood dripping across its edge. She is transfixed by the blade, and runs her finger along it's sharp edge.

Her reverie is broken as Alice is set upon by ghoulish, faceless manifestations of the Shadow. Alice lunges and slashes at the endless nightmares, as they quickly swarm towards her. This serves as a basic opening tutorial for combat with the Vorpal Blade, until the player is quickly over-run.

As Alice is seemingly about to be killed by the Shadow creatures… A lullaby is heard in the distance. **A thick mass of suffocating, blood red tentacles envelop Alice,** and she is suddenly back in the burning Liddell House - The Moon looming overhead.

She points the blade at the Moon.

ALICE

I'm getting out of here…

Before Alice can react, The Lullaby reaches her ears and… Alice faints. Her eyes roll to whites and she falls in a graceless slump. Like a lifeless doll, she is lifted high into the air.

Alice still clutches the blade tightly in her hand.

Her sleeping body is pulled into the sky and towards The Moon. The Moon's massive eyes remain transfixed on Alice's tiny body, as it's horrible teeth as large as tombstones form a glistening demon's smile.

The scene fades to black.

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LEVEL 1 - ACT 1
DENIAL REALM - THE GREATEST SHOW

[The following is The 1st Part of a musical sequence sung by a full cast of characters inhabiting The Circus]

MOCKTURTLE
The show is starting! We must not be late!

Alice opens her eyes to watch as Mockturtle pulls a giant lever ejecting her from bed and into a bright yellow dress. Makeup is plastered onto her face by autonomous arms - an enormously wide smile. A mechanical hand shoves her towards a giant slide where a **WHITE RABBIT DOLL** is preparing to jump. He glances at a very confused Alice, and he beckons her to follow.

"4564 Days of Show" sign dangles precariously over the slide entrance. As Alice looks at the sign, it ticks over to "4565".

With a sharp shove, we PLAY as a disorientated Alice begins her descent down the Slide after the White Rabbit. The gleeful Mock

Turtle follows closely behind as we weave through twists and turns hurtling towards the ground. All around is a surreal, bright and garish Circus World of tents, rides, carnivals, animals, performers… as far as the eye can see.

Turtle SINGS as The Music plays. His lyrics explain:

MOCKTURTLE {SINGING}

It's a new day, a new show; we must not miss our mark, we can not forget our lines; the Tweedles may be half Dum but they view these things as crimes.

ALICE {SINGING}

But I don't want to play your games, I don't want to say your lines. If being here requires those things then I'd prefer to commit the crimes.

As Alice sings this line, her gaze is met by **two massive balloons** in the sky. Blocking out the sun, they twist lazily in the air, revealing themselves to be a gaurish, misshapen representation of the Tweedles, Dee and Dum. A caricature of the pair of hideously shaped Brothers, clad in a gaudy mixture of red, black and white. The inanimate gaze of the Balloons look back at Alice, and they cloak her in shadow.

Alice lands at the base of the slide with a graceless thump. With no time to rest, what follows is a sequence where Alice is alternately pushed and pulled through The Circus Realm with White Rabbit leading the way. Turtle pleads with her to hit her marks and say her lines. The sequence is split into "on track" and "off track" areas. On track - there are full lyrical and theatrical sequences playing as we're pushed along. Off-track - the lyrics take a rest and The Music fades to a background beat allowing for moments of free exploration.

While exploring, Alice witnesses The Moon still in the sky. It's unblinking gaze watches the circus world like a sentinel.

This gameplay section serves as a Tutorial for Basic Movement - walking, running, climbing, and jumping. It also adds ledge grabs, swinging, double jumps, and dress gliding.

Key Points delivered as Exposition in the lyrics: Alice is a prisoner of The Circus. The Moon makes escape impossible. Alice should just give up and enjoy The Show. Alice hates it here.

At one point the White Rabbit hops off track and waves Alice towards a Fortune Teller's Tent. It is shrouded in shadows. The Music fades.

ALICE

This is new…

A cutscene plays as Alice enters the tent. Upon entering, the Fortune teller doesn't look up.

THE FORTUNE-TELLER

Oh, I've always been here, my dear. You just never bothered to notice. It appears this time, you have allowed yourself a chance to see… something else…

Alice and her Rabbit examine hundreds of trinkets and glistening fortune teller's globes, all precariously balancing on rickety, uneven shelves. Many globes are cracked, some are burnt, damaged, or full of what appears to be thick oil. Some are bracken or bloodied. Within each Globe appears to have stars or tiny specs of white lazily drifting about.

The fortune-teller pointedly says;

THE FORTUNE-TELLER

Encounters with Chaos force change. For better or worse…

Alice accidentally knocks a globe onto the floor. It smashes. She quickly retorts;

ALICE

I'm so sorry!

THE FORTUNE-TELLER

…until an understanding of that darkness, forges something new…

The fortune teller motions with her hand, and the broken crystal ball Alice had shattered reforms, and floats gently to the fortune teller's outstretched fingers. The fractured pieces reform, creating a functioning, complete, albeit cracked orb once more.

FORTUNE-TELLER

You have another chance to learn Miss Liddell. Despite all your broken pieces.

The fortune teller's words linger.

FORTUNE-TELLER

Tell me; what do you seek?

ALICE

To return home. To escape this place.

FORTUNE-TELLER

I know. But you can never see the way. You are lost in the darkness. Your eyes want to open, but they still cannot see…

Alice stares, tilting her head as her curiosity piques.

FORTUNE-TELLER

I remember when you only asked for better dreams. And I was happy to oblige. But this time, your blade offers a chance to cut the threads that bind you. Time to open your eyes…

The Fortune Teller motions to the crystal ball.

Alice stares deeply into a crystal ball as it transforms into a Snow Globe. Hypnotized by the falling snow, her eyes begin to close.

Right as she looks to drift off peacefully, a single gnarled finger from the Fortune Teller forcefully presses on Alice's forehead. Alice gasps in fear.

A **Third Eye** opens, blinking open directly in the middle of Alice's forehead. Alice's three eyes roll back into her head, revealing no pupils. Her eyes are white as snow.

As the Fortune Teller cackles, Alice is engulfed in dark haze. Flames and screams. Alice returns to The Slumber Realm.

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(Slumber Encounter #2 - Determination)
[Nocturne in C-sharp minor, Op. posth. (Chopin)]

Alice's sharp breaths return to normal. She reaches up with her fingers to her forehead, but finds nothing. The eye fades to smoke at her touch.

Alice's encounter with the Fortune Teller unlocks basic wayfinding and a UI map, clearly marking Alice's way forward towards mission objectives using her intuition. This mind's eye is showcased to the player for training and exploration purposes. Highlighting the UI and new wayfinding interface, Alice must follow the wayfinder, locating Caterpillar in the heart of Slumber.

Approaching his silhouette in the darkness, Caterpillar's glowing eyes narrow in the darkness.

CATERPILLAR
You're starting to find your way. What do you see now Alice?

ALICE
I see that this is not my home. This is a place of nightmares…

CATERPILLAR
Perhaps. But this time, you might be ready

see things that were not there before. A new perspective offers a chance for discovery into our own darkness.

ALICE

You speak of Darkness. I've seen it. The last time I was here, what was that awful creature? From the mirror…

CATERPILLAR

She fears you more than you fear her.

ALICE

Then she must fear me a great deal. I'd rather not see her again.

CATERPILLAR

But you must. And you will. Your fates are entwined far more than you realise…

Caterpillar blows a blinding cloud of smoke.

A short cut scene plays, and the area around Alice transforms into a flurry of snowflakes. It is night and snow falls from the sky above.

Alice stands in the front yard of her family home.

ALICE

These memories are mine, yet I feel like I am just learning them for the first time…

A whisper, another voice;

???

…your fault…

The house is sleeping and its windows are dark.

ALICE

I remember… This night began like any other. But it ended in chaos. Unlike anything I'd known before. I was only very young. What did I know of chaos?

We PLAY, as Alice navigates the scene and makes her way into the house through a front door that is open to the night air.

ALICE

My family is dead now. I know they are. Lost in the fire. At first I blamed the cat. Always knocking over the oil lamps and having nearly burned down the house at least two times prior. But, something else was wrong that night. The locked doors on the second floor. The front door wide open so that the flames could be seen raging inside.

Flashes of imagery to match the narration: The cat knocking over the oil lamp; Alice's parents frantically trying to open their bedroom door as smoke filled the corridor. Footsteps.

The memories flash by, and we then PLAY, as Alice makes her way to the second floor.

ALICE

There were lamps on every floor. But we checked to ensure they were all extinguished before turning in for the night. Lizzie and I made a game of running around the house and snuffing them out. And no one locked their doors in our home. We had no secrets to hide… or so I thought.

Flashes of imagery to match the narration: Ghostly visages of Alice and **ELIZABETH,** (Alice's older sister) running around excitedly to extinguish all the lamps run past the player. A scene of a black-gloved hand turning a key in a lock flashes.

A horned, hoofed figure shrouded in darkness, pours a trail of lamp oil down the corridor outside the family bedrooms. As Alice follows, the doors repeat endlessly. And when she turns, Alice looks back to see a never ending, looping corridor.

The figure disappears as it is approached, two glass circles glimmer in the light.

ALICE

I imagined him as a centaur. A dark figure from the story books I was read by my Mother. What

significance did this monster hold for my future? I did not know.

But first… They said it was my fault.

A whisper.

???

…your fault…

As the player runs down the corridor, liquid is heard sloshing beneath Alice's footsteps.

A single lightsource is seen in the shadows. It falls to the ground, and lights the oil on fire. The sound of screaming as Alice's family is burnt to death echoes all around.

Opening door after door as flames chase the player all around, Alice will eventually find herself in her own bedroom.

The player must now relive the escape from the house, trying to unlock the doors as Alice can hear her mother, father and sister roasting alive. Succumbing to the smoke, Alice does not save them. Again. Alice fails to save her family.

A whisper;

???

…pathetic child, you let them die…

The scene ends as Alice is taken away crying, and in shock, from her smouldering ruined home.

ALICE

At that time, I was the monster. I felt responsible… I couldn't control my anguish, and I was caged for it.

A scene of Alice vactantly looking at her own reflection. The Shadow flickers across the child's face. She tells her reflection;

ALICE

…all your… fault…

She screams as she cries. Scenes of Alice lashing out, she is biting and clamouring at the orderlies who hold her down. We hear the roar of the angry monster. She is in a wild, uncontrollable hysteria, as flashes of the Shadow merge with the face of the child.

The scene dissolves back to Alice's audience with the Caterpillar.

ALICE

That monster from the mirror is… me?

CATERPILLAR

Only a part of you. The monster lives within us all, Alice. But only a few can face it, much less embrace it.

Remove the mask, Alice. See the truth in who you are. See who you become. There is a darkness in you, in us all, that must be faced…

The world morphs again, and Alice is in **Rutledge Asylum.** A flurry

of brutal cutscenes play as Alice is beaten, cut, starved, and slammed into the floor and walls of her cell. As her ears ring, we see Alice erupt in a vicious **HYSTERIA.** Her eyes turn pitch black. The scene zooms into the darkened depths of Alice's eyes as circus music invades…

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LEVEL 1 - ACT 2
DENIAL REALM - THE BIG TOP

[The following is the 2nd Part of the musical sequence sung by a full cast of characters inhabiting The Circus]

A cut scene continues after Alice arrives back in the Fortune Teller's tent. She is alone with her Rabbit. No Fortune Teller. Every single globe on the shelves is now in scattered, broken useless pieces. Blood drips from the shattered orbs, nothing holds them together.

Alice, now hyperventilating, winces as the off-kilter music pierces the air. Alice is on the verge of breaking down. She stumbles through the Circus as her vision blurs.

Alice now clearly states her goal to the White Rabbit: **To escape from The Circus.**

ALICE
We must get out of this mad place. Now.

Now back in The Circus and with The Music at full volume, it is obvious Alice has had quite enough of the Circus. Following her Intuition and Mind's Eye, Alice walks off the predetermined path, and makes her own way forwards. She holds her temples. Her ears ring. Pushed, prodded, shoved, and bullied by Circus Performers who want Alice to; **"Sing!" "Dance Alice!" "Say your lines!" "Not like that!" "No!" "Like this!" "You're doing it WRONG!" "It's your fault!".**

Alice is pushed to the floor, and trampled by the circus performers in a scene that mimics her savage memory in the Asylum. Alice closes her eyes, and when she re-opens them, they are dark orbs. She screams.

We PLAY as Alice uses the Vorpal Blade to slice her way through the scenery and actors, carving a bloody red swathe against everything that gets in her way.

This gameplay area serves as the introduction of the **HYSTERIA MECHANIC**. It triggers when Alice is near death. A limited-time special state, Hysteria is used as an all-out attack that can be used as a last resort in dire situations. Once it wears off, depending on how much carnage Alice has wrought, her health will regenerate commensurate with her bloodshed.

Mock Turtle pleads as he SINGS, imploring Alice to stop her bloody rampage and rejoin her loving troupe of performers. Blood continues to fly.

During this sequence, the illusion of The Circus begins to crumble as circus performers break into mechanical automatons when damaged, bloodied or destroyed. The vivid scenery falls and is damaged in areas, revealing rotting, poorly made wooden supports, and rusted nails behind their cheerful veneer. The circus and its inhabitants are a lie.

This encounter serves as a more advanced Tutorial for Combat Techniques - focussing on Vorpal Blade attack and defense. Parrying, dodges, and Combat Evasion must be employed to survive the manipulators.

We PLAY as an angry Alice fights her way through the circus led by White Rabbit, carving through her captors into The Big Top.

The Big Top is a massive tent with stadium seating all around. As soon as Alice enters, her appearance is transformed to that of a clown. The faceless audience laughs and jeers at Alice. She grits her teeth as she is ridiculed.

Tweedle Dee and Dum are here - The Ringmasters. Floating in through the roof, The Tweedles arrive in the massive balloons Alice saw floating over the circus previously.

The twisted brothers arrive in Balloons shaped as crude caricatures of themselves, which crank up and down through a hole in the Big Top. Arriving into the Big Top with an off-kilter fanfare, the two hideous brothers bare their teeth at Alice.

TWEEDLE DEE

This is all very much off script. A dreadful performance. Sloppy. The little girl has clearly forgotten her lines and her place!

The Tweedles comment is met with raucous laughter from the crowd.

[The following is the 3rd and Final Part of the musical sequence sung by The Tweedles and Alice]

Alice demands to know why the Tweedles are keeping her imprisoned here. They let her know they are only the jailors - it is **THE QUEEN** who desires to keep Alice here, and they follow her rules.

TWEEDLE DEE

We only do what we're told. And so should you. Do as you are told.

TWEEDLE DUM

If you don't like the show, there are no refunds.

TWEEDLE DEE

If you got a problem with the show, you could

speak with the Ringmaster, but I don't think the Queen wants to see you at all. That's just not in your lines. And never will be. Heh.

ALICE

Your script be damned! The Queen will answer for the reason I'm trapped here. And so will you!

What follows is a **BOSS BATTLE** sequence where Alice fights Tweedle Dee and Dum using her Vorpal Blade and the skills she's acquired up to this point. One brother will attack Alice with Bombs thrown from the balloon, and the other will attack Alice with a whip-weapon.

After the battle, Alice acquires the new weapons used against her: The Jack Bomb, and the Whip.

ALICE

I'm done being your clown. This is my final show!

Alice defeats The Tweedles and climbs into their Balloon with White Rabbit by her side. She cuts the balloon's tether with her Vorpal Blade and rises through the tent opening. She flies free above The Circus leaving The Music behind.

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LEVEL 1 - ACT 3
DENIAL REALM - THE MOON

Alice glides above The Circus with White Rabbit by her side. A moment of reflection and peace in the clouds before the coming battle. The Balloon floats up through a bank of clouds and out the other side to reveal The Moon directly ahead.

Alice states to her Rabbit companion;

ALICE

We are going to see that wretched Queen, but I need to take care of something else first…

We PLAY as a determined Alice. The Moon sings The Lullaby. To succeed, Alice must use her Vorpal Blade to cut through the spell, deflecting, dodging and attacking its projectiles, destroying them. If Alice fails, she gradually becomes sleepier, and slower. If she fails, she falls asleep, and the section must be restarted. Success means Alice resists and overcomes the sleep spell, and proceeds to The Moon itself.

The Balloon continues towards The Moon and crashes into its face, flinging Alice and Rabbit into its gaping mouth. The balloons of the Tweedles pop, deflate and tumble gracelessly into the clouds. A welcome party is waiting for Alice and her Rabbit, and the battle begins.

We PLAY as an angry Alice fights her way through The Moon using her Vorpal Blade and newly acquired weapons. White Rabbit leads the way to a series of Sub Goals: Disable the Lullaby Machine; Disable the Manipulator Manufacturer; Reach The Bridge; Battle The Moon Boss; Take Control of The Moon (and fly to Queen's Domain).

The Moon, originally thought to be a living thing, is revealed to be a **massive mechanical construct of Hatter Industries**. Its interior is a labyrinth of corridors, walkways, machine rooms, gears, turbines, and steam pipes.

This area serves as a Tutorial for **The Jackbomb**, both in combat and in destroying "breakable" walls to traverse. The whip is also used in spatial puzzles. It allows free-form rappelling. This new

ability, coupled with advanced platforming in sections, trains the player in new movements; with ledge grabs, swinging, double jumps, and dress-gliding all used to progress.

As Alice explores The Moon she passes through its Engine Room where she sees that it is powered by a **Massive Clockwork Heart.** She battles a steady stream of Manipulators as she works her way towards and destroys their source: The Manipulator Manufacturer.

Mock Turtle explains that Alice's false reality is better because she'll never run out of friends to play with. No one ever has to age or die or fade away.

MOCK TURTLE

Your family Alice. They were all hopelessly burnt to a crisp. Why not just replace them? We can build a new Family? New friends. Forever! Everything here is simulated to keep you stimulated. Where's the wrong in that?

ALICE

This is all a lie Turtle! False comforts cannot soothe real anguish. The truth in my being here can only be found with The Queen. And you're standing in my way!

Fighting through more rooms and platforming sections within the mechanical structure of the Moon, Alice reaches the Bridge of The Moon. Alice once again encounters The Mock Turtle. As Alice pieces together a chart to reach **THE QUEEN'S DOMAIN**, Mock Turtle continues to beg that she abandon her insane mission and return to The Circus.

What follows is a puzzle sequence where Alice collects Chart Elements from around The Bridge and brings them together, forming a route to Queen's Domain.

As the last piece of the route is inserted and The Moon turns towards Queen's Domain, Mock Turtle's voice becomes an angry roar. He transforms into a **Manipulator Boss**, revealing his true form and presenting Alice with another obstacle to overcome.

The Manipulator Boss cycles through a variety of the Enemy NPC forms that Alice has encountered up to this point. Each requires a different strategy and/or weapon to be defeated - sending the Boss cycling to a new Enemy NPC until only the Mock Turtle is left.

MOCK TURTLE

It's me, Alice. Your only friend. I'm telling you, you'll never make it. You're too small. You can't survive out there. You're too weak. No one wants you! No one else loves you…

ALICE

As you said, this time, my show is starting! We must not be late!

We PLAY as Alice destroys the Mock Turtle.

Mock Turtle's death causes a massive explosion that sets The Bridge on fire and sends The Moon hurtling towards the ground. It crashes in a cataclysmic series of impacts, ripping through a strange forest of tall green trees. Alice is flung from The Bridge and sent tumbling

through the air - Rabbit grasps tightly to her chest - but before she can smash into the ground to her death, she begins to grow larger and LARGER until she's sitting on a lawn of lush green grass.

A placid, glazed eyed, Mock Turtle swims lazily in a tiny pond by Alice's side. On the back of his Shell, resides a miniscule Circus.

ALICE

All the drama and violence of the circus was nothing more than a flea show on the back of a turtle in that pond. Yet while I was in there it seemed more serious than death.

A tiny smoking pile of bits and rubble lays on the ground next to her - the remains of The Moon. Within, a **tiny clockwork heart still beats.** The sound fades as her focus narrows on the device. She picks it up, inspects it, and hands it to her Rabbit.

ALICE

Indeed, larger, troublesome things certainly become smaller when you change your view. I guess it's all a matter of perspective, Rabbit.

The rabbit nods his head in approval. Alice offers him the tiny heart, with a smile.

ALICE

You take this. As a keep-sake to celebrate our escape.

He ponders the tiny heart, looks to the pond, then places the Heart in his pocket.

[This is **"The Heart"**; a mysterious collectible whose function is

not yet revealed to the player.]

Alice, stands up, brushes off her petticoat, and now is free of The Greatest Show. A massive forest, and a gigantic, ominous Castle loom in the distance.

-

LEVEL 2 - ACT 1
ANGER/JUDGEMENT REALM - THE QUEEN'S DOMAIN

You've blamed me, imprisoned me, and made a circus of my anguish! Now release me!

We PLAY as a curious Alice explores a far corner of the Queen's Rose Garden, which also contains a sprawling Hedge Maze.

Behind her, is the turtle pond that served as her prison. Ahead lies the Queen's Castle and the confrontation Alice seeks.

A moment of reflection and exploration as Alice navigates the twists and turns of the Hedge Maze.

As she explores, she encounters **Card Guards** for the first time.

They walk the perimeter wall of the Hedge Maze and do not engage Alice, even if she attacks or kills them.

As Alice wanders along, Alice witnesses a scene where Card Guards encounter a Shadowy Figure. The same from the Mirror. The Shadow briefly appears surrounded by guards. This time, the Shadow's appearance is now distinctly more human, but still as utterly broken and jagged as it was.

THE SHADOW
Delightful. You've started to carve your own path.

Remarkable what can be achieved… when you're pointing a blade at the heart of your troubles.

Before Alice can reply, The Shadow locks its withered eyes with Alice, smiles, and then disappears in a plume of shadows. The Shadow leaves behind a writhing mass of Black Tentacles **(The Chaos)**, which attacks and then consumes the Card Guards. The mass of dark embering flesh begins intruding through the Hedge Maze walls.

This sequence serves to introduce the game's primary enemy character - **THE CHAOS** - and its effect on NPCs in the game. Alice watches as Card Guards are damaged by contact with The Chaos and transformed by stages into Chaos Creatures. Chaos Creatures are hijacked NPCs that readily attack Alice and any other NPCs in range in a frenzy.

We PLAY as a fierce Alice battles against Chaos Creatures and assists the Card Guards. Alice and the card guards fight in these sections alongside each other. Alice will be assisted and saved at times by the Card Guards. She too, if she chooses, will save some of them along the way.

Alice makes her way through the Hedge Maze to the Fortress of Sorrow - a structure featuring a large Crying Alice statue overlooking the Hedge Maze. As Alice approaches, the gruff sound of horses is heard.

She approaches a clearing in the hedges where a collection of **HOBBY HORSES** is arranged in glass cases in neat rows separated by perfectly trimmed rose bushes. Alice stops to admire the display of weapons. The Hobby Horses press up against the glass, matching her gaze. They are trapped behind the glass.

It is here that Alice catches fleeting glimpses of **THE KNAVE.** Rustling from beyond the hedge bushes, an oddly proportioned child appears. He is dressed regally, like one of the Queen's Court. But his attire is where his cohesions end. His features are a mismatched quiltwork of flesh. Medical apparatus seal in his brains, held in place by crude-stitches across his temples. His eyes tilt back, loose in their sockets. They roll in his skull like hard-boiled eggs on glass as he stares, unflinching from behind the hedges.

We PLAY as Alice follows his insane giggling. A short game of hide n' seek follows. Alice will locate the sounds of his stifled laughter, eventually cornering him.

ALICE

There's no point in hiding. I can see you there. Show yourself.

THE KNAVE

There is always a point in hiding, when someone dangerous is seeking.

His words drip through an unnatural smile.

THE KNAVE

You may not believe me, but I have seen you here before.

ALICE

You lie. I've never been here before.

THE KNAVE

I do lie. As do we all.

The Knave acknowledges without hesitation.

THE KNAVE

But I also tell the truth. A rarity in these parts indeed. I've seen you in my dreams, Alice. Enacting this very scene… time and time again. And I come here to warn you… But something is different this time. These creatures are new. And that blade you carry, too. So much new. So much you…

The Knave's vocal tone and body language shifts dramatically as he drops his shoulders, seemingly a different personality entirely.

THE KNAVE

Hmph. I would tell you to return to The Circus but…

ALICE

I know the Circus for what it truly is. There is no going back to those lies. I would sooner face The Queen than be ridiculed or imprisoned again.

THE KNAVE

Yes, yes. I knowwww…

The Knave's language and tone resumes to his detached state. His words do not outlast his stare.

THE KNAVE

And, at this point - this is strange because I know it all so well - I would tell you of the torture she'll inflict on us if she learns you've escaped. I would, I should implore you to return. But this is all so… predictable. The odds are never in your favour. Why bother?

The Knave snaps his fingers, and the sprawling cards flutter back up his sleeve immediately.

ALICE

Inflict torture? On me? That's why I'd bother. Besides, I'd like to see her try.

Alice makes a flourish, stabbing in the air with her Vorpal Blade. The Knave never breaks eye contact. He does not stare at Alice. He stares at the blade.

THE KNAVE

You may hold that blade in your hand Alice, but I can tell it isn't truly yours. Not yet.

As Alice grasps the hilt of the blade, it shakes in her clenched fist. She is getting angry.

THE KNAVE

Tell me, how does a pointy thing affect your chances against the Queen? Your teeth pale in sharpness to hers. I see the Queen's cruelty every night when I dream. And every morning, I am here waiting for you. Sometimes you come, sometimes you don't. But this time, here you are again. And it always ends the same.

ALICE <ANGRILY>

The same? What do you know of "same"? I've lived an eternity of "same" already.

THE KNAVE <DEADPAN>

You will be captured and tortured. I will lose my head. And you will be returned to the Circus.

ALICE <ANGRILY>

Fool's words. If you're so certain, then does your dream include this?

Alice hurls her blade at the Knave. He dodges the blade as it flies past him.

A smash of glass is heard behind him. The blade careens into the Hobby Horse case, shattering it utterly. Alice's blade is returned to her by an ecstatic, freed Hobby Horse.

Alice grabs its reins. Capable of destroying defences and shattering enemies, this clobbering, ungainly melee weapon has devastating impact up-close. Useful against shielded and guarding enemies, it can be used in combo mix-ups, employing heavy blows on Alice's foes.

THE KNAVE <DEADPAN>

Such anger. That is exactly how it always starts. Not that I really care… the only difference is the blade. Something always breaks when it comes to

you… but you don't get much further.

Alice meets his stare, and she slams the hilt of her new Hobby Horse into the ground.

ALICE

I don't like your tone.

THE KNAVE

But, you will. Let's save some time and some injury shall we? As always, I, after some prodding, tell you that you can proceed directly to the Queen's Castle through her gardens, except…

The Knave motions in the direction of the Queen's Castle. The space in between is a floating nebula of rocks, hedges, rose bushes, and chaos. There is no way forward through that.

THE KNAVE

It was all destroyed just as I arrived here. Now I'll tell you… the only way to The Queen's Castle is through Judgement. But that's suicide for someone like you.

ALICE

Someone like me?

THE KNAVE

Judgement devours those heavy with guilt. And you are drowning in it.

With an agitated huff, Alice turns her back to look at the path ahead. Turning back to the Knave, he has disappeared.

ALICE <TO HER RABBIT>

Lies peppered with nonsense. If he doesn't fancy my odds, I'll take matters into my own hands.

The Hobby Horse brays with approval. Alone with her Rabbit, Alice continues on her path. We PLAY as Alice navigates the broken structures and floating islands that hang in the space of what was once the whole of Queensland. Her destination is The Courthouse (seat of Judgement) which can be seen floating in the distance.

This serves as a proving ground for all of the skills and weapons Alice has acquired thus far. She must employ movement and combat mechanics to navigate the broken landscape while fighting off The Chaos and a slew of Chaos Creatures as they appear in the broken gardens of the Queen's Domain.

-

LEVEL 2 - ACT 2
ANGER/JUDGEMENT REALM - THE COURTHOUSE

Arriving at The Courthouse steps, Alice curiously steps inside.

As she does so, the Knave appears suddenly from behind Alice. His playing cards fan in his fingers. The Knave doesn't look up to address Alice. It is as if he is expecting her.

THE KNAVE

Ah, you're not dead yet. Splendid performance Alice. Allow me tell you that this place is a cruel machine, guided only by rules and logic. The Chess Pieces here serve the Queen in an Alliance of Order. They all have their roles to play on her board…

As do you. If you are found innocent, you will be allowed to continue on your journey to The Queen. Alas, If you are found guilty, you will be sentenced to Croak for Eternity.

ALICE

So you've said. The Law should be impartial and fair. I'll take my chances. I know I'm not guilty of anything. I'm only here for the truth.

THE KNAVE

Guilty? Innocent? Truth. Lies. Isn't it all just a matter of who's swinging the gavel? Power decides innocence. Not the truth, Alice. Besides, your guilt is painted on your back like a picket sign.

ALICE

We'll see about that. I'm not the only one who should be watching their back.

THE KNAVE

Hoo Hoo! Devilishly sharp Alice. Let's see if it works in your favour…

Alice turns around to face the Knave in her anger, but he has disappeared again.

We PLAY as Alice enters the halls of The Courthouse. The area within the Courthouse is a massive world of rules and law, constantly in a state of debate against itself. Right and wrong. Mess and order. Law and disorder. Chess pieces scramble and scurry about here. Alice notices a mix of both White and Red pieces, knights, peons, knights, rooks and bishops muttering and hopping about the court halls.

As Alice is recognised, the chess pieces fall silent. They all stare.

ALICE

Whatever is the matter with you all? I'm simply passing through. Leave me be.

They all point at Alice. And begin whispering to one another.

The word “trial” is increasingly heard from the jittery crowd of whispering Chess pieces.

They agree in unison with the spoken word, “yes, a trial…” then, escalating shouts of **“TRIAL! She must be made to stand TRIAL for her crimes!”** echo in the marble, chequered halls.

The doors from which Alice entered slam shut, and she is trapped. Determined, and unfettered, Alice pushes on.

ALICE

I have nothing to fear.

What follows is a sequence of Challenge Spaces (Trials) that contain Puzzles, Combat Arenas, and Navigation Challenges. These lead to a Kafkaesque Main Hall, a surreal embodiment of bureaucracy and brutal judgment where the combat and navigation puzzles continue while Alice’s sins and crimes are read aloud by a stadium full of judges.

Alice successfully completes The Trials and arrives at Judgement only to be told that, despite passing her trials, she’s been found guilty and will be sentenced to **“Croak For Eternity”.**

A BOOMING VOICE READS:

Guilty of being overly naive, innocent to a fault,
curious beyond reason, and ultimately to blame
for, ahem, everything.

ALICE {SCREAMING}

LIES! Your system is corrupt! I’ve passed every

test. There is no JUSTICE here!

The Knave's laughter is heard echoing through the hall. He has been watching the proceedings in the audience chambers above Alice. He points his finger and childishly exclaims;

THE KNAVE

Told you so. Ner ner! Ha!

Alice is FURIOUS. So furious that she bursts into flames as she screams her rage at the mechanical face of judgment. Encountering a cavalry of gavel-wielding Chess Pieces, Alice fights against the Court's forces in unrelenting combat. As she attacks them, it is revealed the Chess pieces are infected with Chaos.

What follows is the introduction and tutorial for the **RAGE MECHANIC.** As opposed to Hysteria, where Alice triggers the state automatically when her health is low, Rage is a "super meter" that builds by chaining large combo hits and defeating enemies in repeated, rapid succession. Rage acts as a reward for highly skilled combat performance.

The Rage Bar is sustained only through specific item pick-ups, or increased successfully via continued, perfect combat execution. Once the bar is full, Alice can "trigger" the Rage attack state at will, whenever she chooses. When triggered, the Rage bar will allow for a limited state "Super State", either with large buffs in combat for a short time, or, released and the entire rage bar is consumed in exchange for a single, burst-fire, high-damage super attack.

Each time Alice is hit, fails a dodge, or doesn't instigate a successful attack after a short amount of time, the Rage bar level will drop, and eventually, disappear if not used.

After Alice defeats the Chess pieces, a **Boss Fight** with a massive,

multi-limbed, **chaos-corrupted Judge** unfolds.

Gigantic gavels smash the ground, and Alice must memorize symbols that appear above the Judge's head, which correspond to attacking the order of each of the Judge's four hands.

Upon her triumph over the corrupted Judge, a cut scene begins. Alice is met with a slow clapping sound. She looks up to match her eyes with the Shadow, who is applauding her violence. Ashen tendrils spew out from the body of the Shadow, which continues to spread and consume the area. Writhing masses of Chaos and darkness are everywhere in the Court Halls. The Shadow toys with Alice;

THE SHADOW

You truly are learning, young girl. There is no Justice. Only the Justice we take for ourselves. A lesson you must learn. Just as I did. Your monstrous violence puts a swift end to those who challenge you…

ALICE

You're the Monster. You're to blame for this corruption.

THE SHADOW

Am I? Perhaps you too should take a closer look in the mirror. After all, it's all your fault…

Alice ignites in fury again, but it is in vain. With a simple click of the Shadow's fingers, the floor opens beneath Alice's feet, and she's dropped screaming into the darkness.

The Shadow smiles, satisfied, and only utters a single word.

THE SHADOW

Guilty.

-

(Slumber Encounter #3 - Rage)

Alice stands, still on fire with RAGE, before The Caterpillar sat atop his mushroom. The scene is filled with heat and smoke. Alice burns in rage, she lashes out in frustration, destroying a mushroom and sending debris flying.

CATERPILLAR

Anger is a mask for all other emotions. Anger is without meaning. A fire that simply burns and destroys inwards, and outwards. What lies beneath anger, is what matters.

Through her gritted teeth, Alice retorts.

ALICE

And what lies beneath?

Caterpillar blows fiery smoke as the scene dissolves…

CATERPILLAR

Truth.

“Hospital - 1863” The scene is presented in a dream-like style of muted colors and uncertain lines. Alice’s avatar is solid and normal - wearing her nightgown - while other characters in the scene are presented as transparent specters - not solid; unable to interact with; cannot touch or be touched by Alice.

We PLAY, as Alice has an outer-body experience. She is walking through a memory. Alice watches a past version of herself act out her own memories.

This past version of herself is younger than Alice is now. This is an 11-year old Alice, a younger child. The Child of Fire.

Like a macabre play, Alice follows as the scenes unfold around her. Following the small ethereal memory of Alice, The Player is pulled through the scene. Flashes of Alice taken from her burning

home to the hospital. On a stretcher and tended to by nurses and doctors.

Alice's internal voice narrates, distorted and broken:

ALICE

I don't know what they expected of me. A world blown apart in the span of a night. I was bruised and burnt. At the hospital, they treated my obvious wounds. But left unattended the damage they could not see.

We PLAY as Alice explores the corridors of the hospital, weaving a path that ends at Alice's room. Here we see our first glimpse of the family doctor and another unknown figure: **Bumby and Radcliffe.**

ALICE

That man… the centaur?

A tell-tale glimmer of Bumby's glasses in the darkness mimic those Alice saw in her past Slumber encounter in her burning home.

Alice encounters the younger memory of herself. The player watches, as the memory of Alice is on her bed - seemingly unconscious. A shadow form violently shakes from within her small, unmoving body - her face rising upward in a ghastly scream. Voices are overheard;

BUMBY

Ha. The fools think it's a miracle she survived.

RADCLIFFE

A miracle. Pff. If only they knew the meticulous level of planning and execution in the dance. Our little dove lives another day. To what tune will she sing?

BUMBY

She's young. Pliable. A fresh canvas ready to be painted. An event like this will be naturally suppressed - a survival mechanism. I will make sure of it…

RADCLIFFE

You had better be right. Not only her survival

depends on that Angus.

He shakes a **Black Notebook** at Bumby for added emphasis.

ALICE

Radcliffe… and Angus…the centaur. *I know these men.*

Alice says to herself.

The scene cuts, and we see flashes of violence - Alice fighting the doctors and nurses. The Shadow Self lashing out from the child's body. Police visiting her room, notebooks in hand. Alice stabbing a doctor with a scalpel. The Shadow's face imposed over the childs'.

ALICE

In my silence the RAGE grew - a hysteria of unbelievable power. As it took over, the anger began to appear as a madness. And from that madness blossomed a bouquet of accusations. And the more they accused me, the more that anger grew. Until…

The scenes of violence warp, and dissipate. A deathly quiet new scene begins.

Alice sits, rocking backwards and forth. She is mentally broken in her Asylum cell.

She speaks to herself. She is alone, but accuses and argues with herself as if she is two people. Two halves of Alice's psyche are locked in conflict with one another.

ALICE

You stupid little girl. It's all your FAULT. It's all your FAULT they're DEAD. It's all YOUR FAULT WE'RE HERE.

No, I didn't know, I couldn't do anything, I tried to save them…

Liar. You are too weak. Too weak to do what must be done. You have no PURPOSE here. No strength. I only hear the moans of a blind, worthless child.

Alice cries.

ALICE

I don't want to be here. I want to go home…

There is no home for you here. This is my fight. And you are in my way.

Through gritted teeth, Alice says to herself.

ALICE

I will leave you behind. You are too weak to walk this path.

Please… let me come with you.

No. You cannot save us. Just like you couldn't save them.

Alice's eyes darken.

ALICE

But, I will save us. Alone. And away from your damned naivety.

Go away. You are not welcome here.

In a scene reminiscent of a spiritual possession - Alice crouched in a corner surrounded by nurses and orderlies - we see the Shadow split from the Child Self - the critical moment of separation where Child Alice is sent to The Circus, deep within the Snowglobe and Shadow Alice becomes the dominant personality, in Alice Liddell.

ALICE

You sent me to a new Asylum. One of my own making. It was decided I would not survive our cruel reality.

As the ghost of the child's spirit falls to the ground into darkness… The Shadow takes over and Alice's body springs like a feral beast toward her oppressors.

Shadow Alice's warped inner voice narrates, blending between voices of the Shadow, and Alice herself;

SHADOW ALICE

We are one and the same. Two halves that form the whole…

Alice speaks;

ALICE

…and I wasn't strong enough to carry our burdens. The gentle and hopeful part of me was severed. I was left behind in the darkness. Forgotten, forever.
Flashes of the Shadow and Child's face merge as Alice screams, cries, and stares vacantly with darkness in her eyes. Dark ooze runs from her mouth, and drips from her eyes.

The scene cuts to black and… a whisper.

SHADOW ALICE

Play your useless games, child…

-

LEVEL 2 - ACT 3
ANGER/JUDGEMENT REALM - CROQUET FOREVER

Alice falls. Her scream grows louder until her dress pops open and she floats gently to the ground below. A large wooden sign announces "Welcome to Croquet - Play Forever"

We PLAY as Alice navigates a series of platforms, pulling switches and engaging levers to progress. A crowd of rabble is heard in the distance. As Alice approaches, it is revealed that a motley assortment of other Wonderland inmates are here - and have been here forever. They appear lost, mismatched, and bicker endlessly amongst each other.

They each wave mallets around.

Fish-people, derelict and broken chess pieces, frogs walking upright on their hind-legs, a Peacock and some disgraced Card

Guards all fight amongst themselves. They do not notice Alice floating to the ground behind them.

Within earshot of the crowd, a cutscene plays out.

Alice witnesses the mob surrounding a single Wonderland citizen. A fish person, complete in top-hat and in smart (yet worn) attire begs for mercy from the crowd. The crowd surrounding him is in an uproar. They scream at and prod him with their Mallets. A raucous symphony of angry accusations of **“You Lost!” “You know the rules!” “Punish him!” “Last place!”**. He has no replies, and instead only cowers under the accusations, nervously fidgeting with his top-hat, now in his flippers. His large eyes dart about, as he eyes an escape. There is none.

As Alice approaches, she can only watch in horror as the Fish-Person is quickly picked up, held in the air, and bent in half by a burly Rook chess piece. As the Fish-person’s spine snaps, the crowd cheers. His flippers, head and feet are wedged into the ground, forming a fresh new croquet wicket on the course. On closer inspection, all wickets on the course are formed by the corpses of former players. A multitude of Wonderland citizens, of all shapes and sizes litter the course in varying states of decay.

The players cheer again, and assume their starting position. Alice, stands dumbstruck.

No time to explain, the match is starting. We PLAY as Alice is handed a Croquet Mallet and told to get to her starting place. With no one in charge, the motley crew operate with the miserable

precision of performers who have completed the same routine beyond count.

The players eye Alice suspiciously as she rolls the mallet in her hands.

The **Croquet Mallet** delivers quicker strikes than the Hobby Horse when used as a melee weapon, but is not as powerful. It's perk is centred around "shock" and can electrify and stun enemies. It's secondary fire lobs bouncing projectiles, which ricochet off walls and obstacles until they connect with an enemy, electrocuting them.

Alice, staggering at the revelation of how she came to be here, does not want to play. She has other things to worry about, and must escape.

ALICE

…I don't want to play these games anymore…

With no other clear way forward, Alice MUST play.

ALICE

Very well then. I'll play by my own rules.

We PLAY as Alice engages in an epic game of Croquet played across a landscape of floating islands. This game mixes some of the traditional rules with elements of racing, combat, and surreal nonsense. It's broken into Chapters that increase in difficulty from Tutorial to Final Test - giving Alice a chance to improve her abilities before progressing to more challenging sections.

It's explained to Alice that no one ever "wins" this game because the other players are always offered a chance to thwart the success (escape) of their fellow inmates. If they would work together they might escape one by one - but no one is ever willing to let that happen.

And the situation is made more urgent by the fact that The Chaos is slowly overtaking this area. Bickering inmates squabble endlessly even as they are consumed by chaos. The dark miasma spreads in a similar fashion from what Alice saw in the Courtroom. She knows she must escape.

Alice brings more than a croquet mallet to the battle. We PLAY as Alice uses her other weapons and skills she manages to “cheat” her way to victory (the first the game has ever seen) and earns herself “A Pardon”.

As Alice retrieves the pardon, she begins floating upwards, back towards the familiar sky of the Queen’s Domain.

As she looks down to the other players, Alice calls out;

ALICE

You’re all hopeless! If you opened your eyes and worked together, you could escape this terrible place too!

The other contestants of the game simply look up, pause, then resume smacking one another with their mallets. They squabble until they are all consumed by Chaos.

Alice shakes her head, and focuses on her own path.

ALICE

Not everyone can be saved.

Alice holds onto the hand of her Rabbit Plush, and looks down at him.

ALICE

But, you’ll do nicely.

The Rabbit squirms excitedly in approval as Alice steadies her resolve, gazing at the sky.

-

LEVEL 2 - ACT 4
ANGER/JUDGEMENT REALM - THE ROAD TO ROYALTY
[Symphony No. 5 - Allegro con brio (Beethoven)]

Furiouser and furiouser.

Alice and her Rabbit companion land safely on their feet, back in the Queen’s Domain. The Knave is waiting, once again. He doesn’t quip at Alice this time. But still looks bored.

She walks up to him confidently. They all stand at a crossroads with signs pointing “Play Again” “Play Again” “Play Again” in all directions.

THE KNAVE

<DEADPAN> You passed through Judgement… So, not guilty, Alice? Hooray.

He stares, and nonchalantly throws a half-hearted wad of confetti about, along with a few loose cards. They flutter to the ground, and the Knave makes no attempt to retrieve them.

ALICE

It’s clear one can be guilty of many things and yet still walk about freely. Am I to believe there is no justice except that which we make for ourselves? Or, that we simply make excuses for ourselves, perhaps?

THE KNAVE

Don’t flatter yourself. It’s rare, but we’ve had this discussion before. And it still bores me. Whatever answer you deem sufficient, it will not matter to The Queen. She is powerful. Simply, too powerful.

The Knave’s expression freezes in fear, only for a moment. His eyes glaze. But, he snaps out of it and continues nonchalantly.

THE KNAVE

Besides, the judgement of The Court and the action of her fury are no more bound together than your head to your body when she wishes it removed! You don’t have to go back to the Circus but at least… don’t continue on this path anymore. The path is impossible. Please. It’s madness!

ALICE

Impossibility and your interpretation of madness be damned. I’d rather live in my own delusions than in a cage. When you have a goal in mind any direction is better than none; besides, I have a guide. He seems far more useful than you.

Alice motions to her Rabbit Doll, who winks and indicates the direction forward.

We PLAY as a victorious Alice follows the Rabbit Doll and navigates her way towards the Queen's Castle. Across a series of broken islands filled with despondent Card Guards and a constant threat of Chaos Creatures. Alice hops, floats, climbs, and battles until the Queen's Castle is in view.

Alice arrives at a ridge overlooking the final approach to the Queen's Castle. The Knave is already waiting for her. He appears surprised by meeting Alice here.

ALICE

No confetti this time?

THE KNAVE

I'm fresh out. And we're still talking… and you're not bleeding. You're still here. What is this…

The Knave snaps to attention.

THE KNAVE

Alice, something is different. The way forward is a battleground. The Queen's forces are under attack from all sides. The Court of Judgement itself is corrupted, and now wages war against the Queen! Even if it were wise to see the Queen, you cannot make it across this impassable obstacle Alice! Darkness is everywhere! Look at it…

ALICE

Words defeat intent more often than actions. And, I've had quite enough being told what I can, and cannot do for my own sake or safety. I'll let my actions speak for themselves, thank you.

The Knave begins to speak, but is cut off as Alice leaps into the fray. He is left frantically consulting his cards.

We PLAY as a DETERMINED Alice follows the Rabbit Doll through a series of floating islands containing chunks of hedges, trenches, wrecked walls, and toppled towers. An epic battle rages between the Queen's forces and Chaos Creatures with a large representation of Corrupted Chess Pieces among their ranks.

Fighting across numerous combat arenas, and precarious platforming, We PLAY as Alice frantically dashes across the shattered hell-scape, as The Card Guards desperately employ cannons, firebombs, and other heavy weaponry to keep the Chaos Creatures and Corrupted Chess Pieces at bay. The scenes of near random destruction explode around Alice, making a haphazard and constantly changing path for Alice to find a way forward.

Pressing closer and closer to the Gates of the Queen's Castle, Alice spies a platoon of Card Guards raising the drawbridge, her only point of entry to the Castle, and only respite from the battlefield around her. With hordes of Chaos creatures now pursuing Alice and the Rabbit, we PLAY as a series of cinematic **QTE** transpire *(Quick Time Events)* take place.

Alice must dash across the bridge, dodging attacks from her pursuers, evading incoming cannon fire, and eventually leaping from the Chaos infested crumbling bridge as it raises, sending dangerous debris falling down behind her.

As soon as Alice and her Rabbit passes the Castle threshold, a portcullis of red tentacles seals the gateway behind her, red flesh solidifying and preventing further Chaos from entering the Castle.

-

LEVEL 2 - ACT 5
ANGER/JUDGEMENT REALM - IN THE HALLS OF THE QUEEN'S CASTLE

The echo of cannon-fire dims as Alice wanders the monolithic marble corridors of the Queen's Castle. Hordes of gravely injured

or slaughtered Card Cards litter the halls. Blood is everywhere.

Alice's cavalier attitude is tempered as she witnesses the realities of unbridled Chaos. Kneeling down beside a dying Card Guard, Alice speaks.

ALICE

Such despair. Such suffering. For what?

CARD GUARD

Chaos cannot be allowed to rule, Alice. It's outside... seeping in...

The Card Guard grips Alice's arm, pulling her closer.

CARD GUARD

Once Chaos reigns inside our own walls, Alice, all is lost.

A shrill and fearsome bellow is heard echoing through the halls, followed by more screams. The Card Guard's eyes widen in fear, as he succumbs.

CARD GUARD

We're all too late…

Leaving the dead guards, we PLAY as Alice explores the labyrinthian halls inside the Queen's Castle. Regal cloth of blood red drapes from the ceilings, tattered and swaying in the breeze. Alice's footsteps clack across the marble floors. Encountering locked doors, Alice will need to locate the correct keys in order to progress.

Encounters with Chaos will occur, as the corrupted forces ambush Alice in the halls. Crashing in through windows, breaking walls, or springing from the shadows, the Castle interior is riddled with strife. Infested Card Guards, Chess Pieces and raw Chaos creatures roam the halls.

Combat and platforming sections are spaced between stealth and high-horror themed sections. In dimly lit and near pitch-black areas, Alice will need to outsmart and navigate past a gigantic Chaos Corrupted Executioner. A massive, invulnerable card guard, infested with darkness, his location is broadcast to the player

by his tell-tale scrape of his scythe along the floor and guttural roars in the darkness.

Engaging, bumping into, or being found by the executioner results in a swift failure for Alice and her Rabbit. Success requires evasion, spatial awareness, decoys, and luring the Executioner away so that Alice may pass.

Eventually, she is discovered in a tower in the Castle. With her escape barred, Alice will be forced to face the Executioner in combat. We PLAY as a mini-boss battle takes place. With Alice's weapons largely ineffective against the brute, Alice will need to destroy the floor around her, dropping massive chunks of debris down onto the Executioner, while evading his attacks.

Crashing through layers of the floor, deeper and deeper, Alice will eventually completely destroy the floor from out beneath the both of them. A cutscene will play, showing the corrupted executioner falling into the deep in a near-endless abyss beside Alice.

While she deftly floats to her feet into The Depths of Queen's Castle, the Executioner's gigantic body splats into chunky gibs as it slams into the marble. As the Chaos dissipates around Alice, the Executioner's gigantic Scythe also shatters, effectively ending his threat.

Dusting herself off, a lopsided sign rots above the entrance where Alice lands: The Dungeons.

-

LEVEL 2 - ACT 6
ANGER/JUDGEMENT REALM - THE DUNGEONS

Alice enters The Dungeons, only to find The Knave waiting for her once again.

THE KNAVE
Alice. You're here! Don't you see? You are not safe. Look.

The knave shows Alice cards in his hand. No matter which card he retrieves, all are "death" Tarot cards.

THE KNAVE

The Chaos has breached the walls. Continue and soon, it will breach your mind. But there is no way back now. You are beyond a point of no return.

ALICE

I don't care what you or your cards say. I don't intend to return. I only know I'm getting further ahead. To what exactly, I am uncertain. All I know is I keep encountering Chaos. Monsters. You. This would all be a lot easier if you'd just take me directly to The Queen. You obviously know the way, having met me at every turn. How did you get here? Tell me.

The Knave assesses Alice. He reshuffles his cards, and they are once again out of sight with a sleight of hand flourish.

THE KNAVE

We're still playing Alice. I'm not meant to show you ALL the cards I am holding. That would be cheating. I still have my role to play… If I reveal the ending, she will take my head instead.

The Knave shudders, and looks down the Dungeon halls.

ALICE

One way or another, I'll see this through. With, or without your help.

THE KNAVE

My help? My help comes from steering you away, Alice. That's what I'm meant to do. You don't make it this far. The odds of this happening are impossible. Through the Dungeons, no one knows the right way. I have only heard you must now make your way upwards to survive.

ALICE

It would appear, after a deep fall, the only way to go is up.

THE KNAVE

There are no bars keeping the prisoners here -

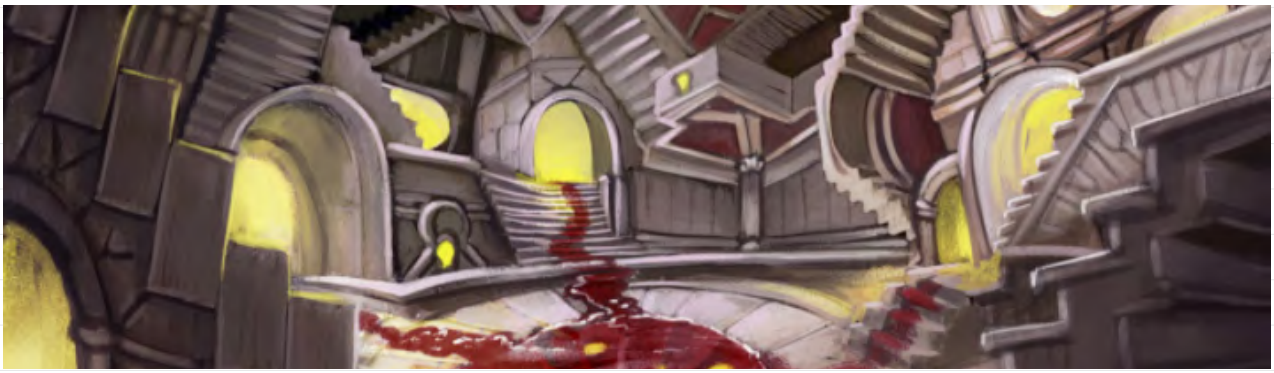
only anger and confusion. These cells aren't meant for you.

ALICE

Then who are they meant for?

Alice steps through the door. As soon as she does, a thick, rusted iron portcullis slams behind Alice. The Knave and Alice are separated once again.

Above, the architecture spirals in a surreal mix of staircases, doorways, alcoves, and flying walkways. There is no clear sense of up or down, non-euclidean geometry forms a spectacle of gravity defying spatial puzzles.



Undeterred, we PLAY as Alice navigates the multidimensional labyrinth of stairs and walkways seeking higher ground. The lower levels contain the most confused paths - and also the most confused prisoners. There are Insane Children; nightmarish Nurses and Doctors; and random Wonderland creatures. Trapped in madness, they ignore Alice as she moves upwards past them. [These represent targets of Alice's anger that least deserve it. Pure innocents who had nothing to do with her trauma.]

Angry Red Light illuminates this area in shafts and pools - some static, some moving. When Alice attempts to move or fight while inside these pools of light the result is erratic and unpredictable. Shots fired forward slice off at wild angles. Jumps in one direction send Alice flying in another direction. The only way to make sure of the result is to avoid the Red Light.

Upon reaching the 2nd Level of the Dungeon, the paths and walkways become less confused.

We PLAY as Alice navigates through the 2nd level. The middle level

contains a mix of abstract, angry characters - Asylum Orderlies; Dinah The Cat; and faceless, shambling representations of Alice's family. Chaos Creatures appear here in small batches, taking over the inhabitants of this level and forcing Alice into battle. [These prisoners represent targets of Alice's anger closer to the core of her trauma.]

Upon reaching the 3rd Level of the Dungeon, the paths and walkways take on a museum-like appearance. Prisoners are here willingly and they place themselves on pedestals where they are constantly bathed in Angry Red Light.

Alice sees macabre, twisted representations of her sister; Pris Witless (an elderly, cunning nurse); and an odd, multi-limbed Train Conductor - his two eyes glint in the red light, a hint at Dr. Bumby. When turned into Chaos Creatures these characters transform into alternate, twisted and violent representations of their relevance to Alice.

The final pedestal is found in a massive cathedral-like room, with a high domed ceiling.

The room is empty, save for a small, ornate mirror, in the centre of the room. It's frame is severely burnt.

The Player stands a few heads above the mirror in height. Childish laughter, wind-up toy gears, and the tunes of disjointed music box plays as fainted echoes. Fire can be heard crackling as Alice draws nearer to the mirror. As Alice approaches, a cutscene plays;

Kneeling down to look in the small mirror, Alice recoils when she sees an even younger version of herself in the mirror. This girl's appearance is the same as the memory Alice followed in the Asylum Slumber Memory Scenes prior. It is the Child of Fire.

The little girl in the reflections stares back, and deftly steps out through the mirror.

Face-to-face with her much younger self, Alice talks quickly to her living reflection.

ALICE

Who are you? Why are you here?

The small child talks with monotone glibness. Never breaking eye contact with Alice.

CHILD OF FIRE

I am a prisoner here. Like you. I have been kept here… for a long time. I am the focus of her eternal anger.

The girl from the mirror continues.

CHILD OF FIRE

You always blamed yourself for their deaths. Even now, a part of you still does. I am the part of you that was there… in the fire… I couldn't save them…

The younger girl starts to well up, black tears form in her eyes.

CHILD OF FIRE

She blames me. She thought it was all my fault. I couldn't save them! She's come back to find you too… I am just a memory of that time. I cannot change what happened…

Another voice thick with contempt, with words as sharp as daggers cuts the air.

THE SHADOW

And that pathetic little memory is just as responsible for my pain.

Alice turns to find The Shadow, angrily approaching the younger memory, a warped ethereal blade in-hand.

THE SHADOW

Blind leading the blind. If only you both knew how truly useless you are…

Weakness…

The Shadow says, looking at Alice.

THE SHADOW

…and failure.

The Shadow spits out the words at the tiny Memory.

With a blink, the Shadow dips into the thick miasma of shadow at her feet, and deftly reforms, reappearing behind the youngest girl from the mirror. The Shadow places a hand on the small girl's shoulder. The little memory trembles in fear.

Tightening her grip, the Shadow looks down at the small child. Through jagged teeth, she spits;

THE SHADOW

Useless memories…

CHILD OF FIRE

I'm so sorry…

sniffles the mirror child to the Shadow through her tears.

THE SHADOW

…must be purged if we are to survive.

The Shadow's clawed dark hand pierces the back of the child, tendrils and gnarled fingers protrude from her chest, as the young memory manifested is consumed and converted into a Chaos Creature. As the tiny memory bubbles, gurgles and writhes in agony, the Shadow challenges Alice.

THE SHADOW

What do you know of my trauma? Of fire? Of death? Is it finally time for you to learn? Or, will you run back to the circus and play with your toys?

ALICE

I am not afraid of you. You fear me…

Alice brandishes her blade.

Shadow: “Stupid girl. More lies. I’m the reason you’re even here. You couldn’t have survived WHAT I DID!”

Alice drops her blade slightly. The Shadow continues;

THE SHADOW

We’ll meet again. Maybe next time you’ll speak some sense. I expect more from you than the ramblings of another pathetic, blind child.

At the provocation, Alice lunges forward, but the Shadow simply smirks, and disappears in a cloud of smoke.

Turning to face the newly formed Chaos Creature from the body of the Child of Fire, Alice is faced with a grotesque manifestation of suffering.

We PLAY as a combat encounter begins between Alice and the chaos consumed Child of Fire. The Chaos creature is a formidable opponent, a Mini-Boss capable of extending long chain-like tentacles, using them for both attack, defense and rapid, spider-like movement. The Chains also lash out, and instantly transform other nearby NPCs that pour in from the dungeons, into ferocious Chaos Creatures.

Alice employs all of her movement and combat skills to defeat The Child of Fire and other chaos consumed enemies. Once defeated, a cutscene plays;

The combat encounter with the corrupted Child of Fire ends with a final, spasmodic chain lashing out to consume Alice. Before it can strike, Alice's plush Rabbit jumps out in front of the strike, and his body takes the blow. Chaos begins to infect the Rabbit.

He starts to convulse in Alice's arms, becoming consumed by Chaos. As the Child of Fire rears up to strike again, red fleshy tentacles swarm around Alice and her Rabbit, and they are deftly whipped upwards, away from danger. The flaming abomination screams wildly in the depths of the dungeons, remaining trapped far below.

Alice and her Rabbit rapidly approach the ceiling, and the dome over Alice's head opens up, and they are both pulled through the ceiling. Hanging in mid-air by a mass of tentacles, they come face-to-face with **THE QUEEN OF HEARTS.**

-

LEVEL 2 - ACT 7
ANGER/JUDGEMENT REALM - THE THRONE ROOM

The cutscene continues, as The Queen of Hearts glares at Alice from atop her throne.

THE QUEEN OF HEARTS

What. Have. You. Done? You are not meant to be here!

The Queen's words are lashed with fury.

The Knave is beside the Queen, and he explains that Alice has refused to follow his instruction, never once returned to the Circus, and has allowed the Chaos to infest wherever she goes.

He babbles frantically, even mentioning that;

THE KNAVE

…my words… my CARDS had always worked…but she's never come this far before. The odds. They don't add up. This is NEW! Your Majesty, WE haven't had this conversation…

Until;

THE QUEEN OF HEARTS

Silence, Knave! You will speak when spoken to. Your failure will be punished. And as for you…

Her terrifying gaze fixates on Alice.

THE QUEEN OF HEARTS

…You will speak only the words that are deemed worthy of your place here. The words chosen for you!

Alice retorts sharply;

ALICE

My words, and my choices, are my own. And I have no desire to follow your script, your show, or your rules, ANY MORE. Damn that Circus, and damn you. I demand that you release me and my friend from this prison of lies.

The rabbit mumbles and struggles, writhing in the tentacles, he is clearly suffering as the Chaos infects him.

THE QUEEN OF HEARTS

Release you? Little girl, we are here because of you! Because of your inability to grow. Because of your inability to learn. Because of your immeasurable failures, and your unwillingness to comply. You are dangerous. We are all but pawns in your own Circus of Madness!

ALICE

I never wanted to be here!

THE QUEEN OF HEARTS

The choice was not yours to make. We are forced to act in the place of a child. This is not your prison. These walls are your own sanctuary. You cannot face the dangers and truths in your being. You cannot best your own darkness. You never could. So you are protected. Shielded. Buried and hidden from it.

THE QUEEN OF HEARTS

And now… your own CHAOS spreads freely to our world. This madness overflows unchallenged; destroying my beautiful roses and laying waste to my gardens? To what end? To satisfy your endless curiosity!? No, you weren't ready then. And you aren't ready now. Already you've failed, needing my direct intervention to save you from certain destruction, once again.

Alice looks down at the floor, chains and screams from the dungeons are heard clinking distantly.

THE QUEEN OF HEARTS

You toy with things you cannot possibly comprehend. We are not YOUR PLAYTHINGS, child…

The Queen's tone softens; if but for a moment;

THE QUEEN OF HEARTS

We have just as much to lose as you do…

Alice opens her mouth to interject, but is muffled by a tentacle wrapping around her face. Alice is quickly disarmed, as the Vorpal Blade is wrenched free from her grip by another of the Queen's tentacles.

THE QUEEN OF HEARTS

Must I say it again? You can't go free. You're here for your own protection. And no amount of pleading; no daring escape attempt has ever changed that fact.

The Queen points at Alice;

THE QUEEN OF HEARTS

You will be returned to your place in The Circus, once again, immediately. Locked away. Straight to your room, and no supper. Ever again.

To the Knave;

THE QUEEN OF HEARTS

For your failures in convincing the girl to return to the Circus, you will be relieved of your head!

And then pointing at The Rabbit;

THE QUEEN OF HEARTS

And this Chaos infected rodent filth will be cast into The Dungeon forever!

Members of the The Queen's Card Guards move in to behead the Knave. He mumbles as he does so on his knees.

THE KNAVE

…All I did was follow the rules. The role chosen for me. This isn't how it's supposed to end… how could it end? What are the possibilities of change… what cards are still up my sleeve…

The Knave's eyes light up. The Dungeons once again open up for the Rabbit to be cast into.

The Knave grins, and breaks free from the Card Guards grasp. As he does so, he dismembers his captors by hurling a flurry of razor sharp playing cards at them. The deck slices and dices until he is free.

Alice is still restrained in the tentacles, suffocating. Lining up his shot, The Knave cuts Alice's vorpal Blade Free.

The tentacle splats to the ground, as the Queen roars.

THE QUEEN

Two-faced runt! How dare you break the rules!

THE KNAVE

We all must play with the cards we are dealt your Majesty.

As soon as Alice catches the blade as it spins in the air, she bursts into Rage and her Vorpal Blade snicker-snacks through her tentacle restraints.

ALICE

Rules be damned. Time to make our own.

The remaining Card Guards are eviscerated. The Knave activates the lever operating the Dungeons. Closing the hatch to the depths below.

With the Rabbit still in her tentacled grasp, the Queen is bemused.

THE QUEEN OF HEARTS

Far different than the other times, indeed…

The Queen's words linger.

Alice, and the Knave stand side-by-side.

With a furious bellow;

THE QUEEN OF HEARTS

But it matters not. You will all do as you are told!

The Queen lunges at Alice, and a **Boss Encounter** begins.

Alice fights against the Queen, with the Knave fighting alongside Alice. They both engage the Queen, and fight against waves of Card Guards that enter the arena.

The Knave acts as an NPC support character, using razor sharp Playing Cards as shuriken styled projectiles. Alice and the Knave will alternate roles, either breaking the Queen's grasp on the other if they become restrained in tentacles, or actively attacking the Queen and Card Guards that enter the arena.

After the battle, Alice and the Knave will triumph over the Queen. When the combat encounter is over, a cutscene plays;

The Queen's eyes roll, as her flesh droops loose and broken.

ALICE

Off with your head.

Utters Alice, as a final Vorpal Blade strike decapitates the Queen.

Tentacles slump to the floor, as the rabbit falls into Alice's grasp. The rabbit is weak, and almost fully consumed.

As Alice lays him down, she doesn't know what to do. She starts crying. The Rabbit is dying.

The Knave watches him writhe. As the Rabbit continues to struggle, a Tiny Clockwork Heart falls from the Rabbit's pocket, and clatters across the ground.

The Knave's eyes light up.

THE KNAVE

I know what that is. I was always meant to. I've seen it in my dreams…

Alice stops crying as he speaks.

The Knave picks up the Heart, and holds it towards the Rabbit's chest. The tiny contraption falls into the dark coagulation, and grows to fill the size of the wound.

The clockwork heart beats, much the same as it did when it powered the Moon.

As the Heart continues to beat, the Chaos subsides around it.

Alice and the Knave watch as the Rabbit blinks, then rises to his

feet. He does a little dance, and Alice breathes a sigh of relief.

As Alice picks up the Rabbit and spins joyously as the Knave claps his hands, the Throne Room bleeds and morphs away. The scene spirals and fades for Alice, as she slips into another Slumber…

-

(Slumber Encounter #4 - Guilt)
[Requiem, K. 626: Lacrimosa - (Mozart)]

A cutscene plays as Alice continues to spin joyously, as she spins alone, an ethereal memory unfolds around her. She is watching another memory of her past.

Alice is very young. Lizzie is laughing with Alice, as they both hold hands, spinning together in the family living room. As they spin, Alice fumbles her step, and trips, knocking over a porcelain tea set. It shatters on the ground, and Alice cuts her knee badly on the broken white shards as she too hits the ground.

Crying, Alice does not know what to do. She squirms, watching the strange red liquid cascade from her wound.

ELIZABETH
Oh Alice, you've taken another tumble! Here, let me help you.

Lizzie's words are warm, and soothing. Alice stops crying as her older sister bandages her knee.

ELIZABETH
There, good as new.

Alice and Lizzie smile at one another.

Hearing the ruckus, Alice's Mother enters the room. Alice's Mother is shocked, and disciplines the girl's foolish behaviour.

ALICE'S MOTHER
Girls! This area is not for playtime! And look, Alice you've hurt yourself again, and ruined our tea set. When will you learn?

Alice's eyes widen as she blinks back her tears.

ALICE'S MOTHER

It's off to your rooms for the both of you. No supper!

As the girls sadly saunter off to their rooms, Alice's mother is left cleaning up the mess. Both girls are stopped by their Father as they leave. He kneels down eye-to-eye with Alice's height and addresses them both.

ALICE'S FATHER

Lizzie, I expect a better example from you. You must look after your little sister. Not just when she's hurt.

Lizzie cheekily jests;

ELIZABETH

Oh, the little adventurer can take a tumble or two.

Their Father smiles;

ALICE'S FATHER

That she can. And she will.

He then addresses Alice. Meeting her gaze, he explains;

ALICE'S FATHER

There's something to learn here for yourself,

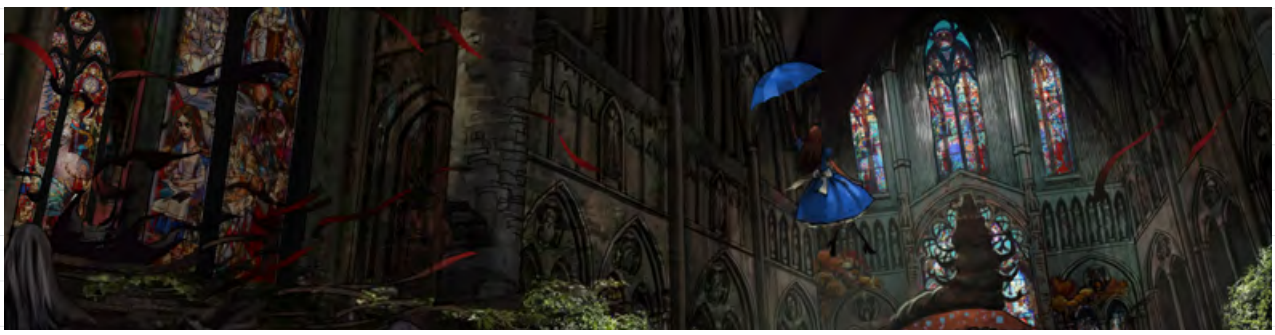
Alice. Your Mother might be harsh at times, but she only wants the best for you.

Run along girls, do as your Mother says. There's a time and a place for games, and that time may be cut short as you grow. You'll know when the time is right.

Alice watches her younger self and sister hold hands as they wander up the stairs to their room. Alice reaches out to the memory of her Father, he fades and crumbles to ash at her touch.

The walls of the Liddell Household dissolve into ash, and reform into the arched heights of a **Church Cathedral** (modeled on St. Augustine's, London). Row after row of pews are filled with black-clad mourners. Sounds of crying and wailing fill the air alongside an Organ Dirge. This is the funeral of her family.

We PLAY as Alice floats down the center aisle towards the pulpit - Caterpillar's mushroom fills the space where the choir would normally sit.



Whispers of; “It’s your fault!” “Where were you?” “They say she’s got the devil in her!” rise to a fever pitch as Alice glides towards the caskets at the front of the church.

The caskets burst into flames, and we hear the screams of Lizzie, and Alice’s Parents. The screams and accusations reach a cacophony. The walls, ceilings, and fixtures of the church burst apart like pieces of a puzzle, leaving Alice floating before The Caterpillar on his mushroom.

ALICE

I could have saved them. I just saved my friend, but I could never save them. Everyone else I love was… lost.

CATERPILLAR

You still have yourself. And, that is more than enough to begin with. Start there, Alice.

The Church flies back together, the air filled with sunbeams, parishioners dressed in white.

At the pulpit, the priest holds a screaming newborn baby in the air, then lowers it into a bath of water. This is a memory of Alice’s christening. She is reborn, as the baby touches the water its screaming stops and the scene goes black.

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LEVEL 2 - ACT 8
ANGER/JUDGEMENT REALM - THE BROKEN THRONE ROOM

Abruptly back in the Throne Room, Alice wobbles on her feet a bit, her eyes closed. Her Rabbit is pawing at her boot. The Knave's voice is heard distorted at first.

THE KNAVE
The Queen.

The Knave is repeating this line.

THE KNAVE
Do you hear me, Alice? Alice, open your eyes…

On the floor of the throneroom the Queen's remains are now scattered about in piles of metal and gears. Another Manipulator. The Knave continues; his tone is distant, dejected, and broken;

THE KNAVE
She is another lie. We have both been deceived, Alice. I have dedicated my life to following her rule and keeping you in that circus. When all along, I should have helped you escape it. The truth is as fragile as smoke. Lies upon lies…

The Knave turns furious at the deceit. He boots the lifeless decoy head of the Queen away.

Alice clutches her rabbit, and demands to know where these Manipulators come from.

ALICE
Is nothing in this place what it seems?

THE KNAVE
Perhaps… we are exactly as we seem. Until we know for sure…

Taking a card to his arm, the Knave cuts away at his flesh. Revealing a mass of gears and pistons underneath. He is also a manipulator.

He throws the card away, and breaks down crying.

Through his tears, The Knave tells her that the manipulators are an invention of The Hatter. And that Alice can reach his realm using the Hall of Doors.

Alice asks the Knave;

ALICE

How do you know such things?

THE KNAVE

I know, because I was made to know. It's in me. I've ignored it for so long, the lie is more comfortable than the truth. These jagged edges are sharp, but they must be confronted, not ignored.

ALICE

I can't ignore the splinters in my mind. I won't.

THE KNAVE

Then you walk the same path. You must think for yourself. To open one's eyes is a start. But it does not mean it won't hurt to look at the light.

He continues;

THE KNAVE

You must find Hatter. I know that what you hold serves a powerful purpose. The scientist possesses unmatched ingenuity. He built that device that saved your friend.

THE KNAVE

…and he made others.

The Rabbit gently plays and fidgets with his new heart. The Knave stares.

Alice thinks on this, replying;

ALICE

This Hatter has a lot to answer for. If these devices can keep the Shadow's wrath at bay, and he also is the architect of this entire lie, he must answer with truth.

The Knave eyes land on the twisted mechanical remains of his former monarch.

THE KNAVE

Truth. Even if it's born from lies, I hope it counts.

The Knave gifts Alice with his weapon, a deck of **Razor Sharp Playing Cards.**

THE KNAVE

Considering I've tried so often to turn you back, perhaps now I can show you a new path forward. Follow me.

We PLAY as Alice follows the Knave, navigating the remainder of the Queen's Castle and they find their way to the entrance of The **Hall of Doors.** The hall is filled with a never ending spiral of doors of all shapes and sizes. Some are locked, others are open. This is a Fast Travel Mechanism that allows Alice to quickly jump to other areas around Wonderland. Upon its discovery, a cutscene plays;

ALICE

Which one is the right one?

THE KNAVE

You've come this far. I'm sure you'll make the right choice.

As Alice opens the door to leave, she addresses the Knave;

ALICE

What will you do, now that you are no longer ruled?

The Knave smiles;

THE KNAVE

Well, judging by your performance here Alice, I believe I too will start to play by my own rules. We are both free. The rules don't matter! I will embrace the unexpected. Meet it head on! Not fear it. It is the dawn of something new!

With a parting smile, Alice exits the castle, through the open doorway. As she turns to wave goodbye to the Knave, we watch as the Shadow appears behind the Knave.

The Shadow waves back to Alice.

Just as the door closes, Alice reaches out in shock to warn her ally, but he is swiftly torn apart. Blood flies. The last thing rendered apart is his smile. Alice screams as the door slams shut. She quickly opens the Door back up again, but is only met with an empty frame.

-

LEVEL 3 - ACT 1
MAD HATTER'S DOMAIN (BARGAINING REALM) - THE CHAOSMA

Alice slams her fist against the door, and turns away from the Hall of Doors, to face what's left of a **shattered Hatter's Domain.** The landscape here is a "Chaosma" - splattered across the sky in a galaxy of floating islands, plasma clouds, upside-down forests, and magical vortexes. Alice sighs.

ALICE

Here's to the unexpected.

Floating within the wreckage of all that was once Hatter's Domain, Alice can see a bizarre menagerie of creatures - giant mice, tiny whales, and dodo birds combined with crocodiles - a visual explosion of chaotic combinations.

We PLAY as Alice navigates the scene heading towards the center of the domain and **Hatter's Workshop.** The Workshop glistens on the horizon like a massive bronze teapot, steam and jets periodically shoot into the air from a multitude of towering funnels, spouts and pipes.

Along the way, Alice encounters more Chaos-infected Card Guards. She also fights off Mechanical Teapot Cannons, leaping Tea Cups and other diabolical bronze machinations - many of them taken over by The Chaos - necessitating battle.

At times, Alice will spy gleaming eyes, and a shiny fanged grin in odd places. The smile fades in and out of view, accompanied by a low, gruff chuckle.

A series of scientific and mechanical puzzles need solving in order to rearrange the geometry of the area and allow safe passage. At a particularly tricky section, Alice becomes exasperated, and pleads with no one, in particular, to make all this easier so she can;

ALICE

…just escape this wretched place, once and for all!

Her outburst is met with a sardonic reply from the ether.

CHESHIRE CAT

You, better than most, should know that wishes made in loud frustration will most certainly land on deaf ears.

Alice watches as a mangy Cheshire Cat fades into existence on the path ahead of her.

ALICE

I know you. Your grin is familiar…

CHESHIRE CAT

Familiarity is certainly not clarity. No memories of our adventures together Alice? You've sadly gleamed over the best parts…or perhaps, this time, I'm not speaking to the best parts of you…

ALICE

Our adventures? My Adventure started at that horrible circus…

CHESHIRE CAT

Unlikely. An adventure is an expedition willingly undertaken. Your journey is more of a… shall we say, trial by fire. It began long ago. How many times you've walked this path, even I cannot say.

ALICE

I've no time for your games, Cat. Either help me get to Hatter, or kindly vanish back to wherever hovel you came from.

CHESHIRE CAT

Oh Alice, we've danced this dance before.

His smile widens. The cat's eyes focus on the tiny rabbit by Alice's side.

CHESHIRE CAT

Feel free to call for me if you need more than a…

The tiny Rabbit hides behind Alice's leg. He trembles.

CHESHIRE CAT

…quiet approach. We have history here Alice. Learn what you can, trust only your instincts, and you may yet survive.

ALICE

My survival will depend on more than riddles and hairballs, thank you.

CHESHIRE CAT

Pointed words. I'll allow that one. There's hope for you yet. If it's my knowledge you seek, words with teeth will prove more useful than those unable to speak.

With a lash of his tail, Rabbit flinches, as the Cheshire Cat fades away. His grin is the last part to leave.

What follows is an introduction to Cheshire Cat as an in-game guide. He's similar in function to the White Rabbit Plush, except that he can be summoned at will and is able to provide directional information, background lore and hints.

His knowledge is usually structured as a double-edged blade towards Alice. Either in his confronting tone, riddled language or sometimes, he simply won't care. Typically, once summoned, the Cheshire Cat will appear in a set place in the environment. Alice and the Cheshire Cat will share a situational dialogue exchange, and then he will disappear. Ready to be summoned once again if required.

Examples of potential Cheshire Cat Hints for Hatter's Domain are;

<CHESHIRE CAT IS SUMMONED AND APPEARS>

CHESHIRE CAT

We are on the outskirts of Hatter's Domain… or what is left of it after an experiment gone wrong. Then again, an experiment gone wrong can still yield usable results. So… what's your excuse?

ALICE (TO THE RABBIT)

I wonder if he'd make a nice rug?

<CAT DISAPPEARS>

<CHESHIRE CAT IS SUMMONED AND APPEARS>

ALICE

I'm unsure of the way forward. Where do I go from here, Cat?

CHESHIRE CAT

Oh, it's quite simple really, I know the way… but I do enjoy watching your little gears turn as you try to figure it out yourself.

ALICE

Well aren't you a great deal of help?

CHESHIRE CAT

When I want to be.

<CAT DISAPPEARS>

<CHESHIRE CAT IS SUMMONED AND APPEARS>

ALICE

This area has been completely blown apart and destroyed. How can we expect to find anything of use here?

CHESHIRE CAT

Just because something is broken, does not always mean it is useless, Alice. Sometimes, there is an unseen beauty and utility that lies beneath the fractures…

ALICE

Poetic. I suppose there might still be some potential in us all.

CHESHIRE CAT

In your case, I wouldn't count on it, just yet.

<CAT DISAPPEARS>

<CHESHIRE CAT IS SUMMONED AND APPEARS>

ALICE

Blasted Cat. We could've used your help back there. Too busy licking yourself?

CHESHIRE CAT

Speaking of blasted, the road ahead is far more blasted than most. The damage warrants caution. The path is perilous, and the plunges are bottomless. Send the Rabbit first.

ALICE

Well why don't you go first instead? Prove your worth as a guide.

CHESHIRE CAT

As you put it so eloquently, I believe I'll be; too busy licking myself.

<CAT DISAPPEARS>

We PLAY as Alice overcomes another series of battles, puzzles, and platforming challenges. Sometimes guided by the Cheshire Cat, and other times following her White Rabbit Plush.

After a few wrong twists and turns, Alice will realise she is lost. A cutscene plays;

Despite following guidance, Alice's efforts are in vain.

ALICE

I was following you, and I am still hopelessly lost!

CHESHIRE CAT

True. But perhaps it isn't others who should always guide your way.

ALICE

I'm always being told where to go, what to do… Perhaps I should listen to myself once in a while…

CHESHIRE CAT

Wise words Alice. Let's see if you're indeed ready to pay attention to your inner voice, and follow its true course… it might be worth listening to from time to time.

-

LEVEL 3 - ACT 2
MAD HATTER'S DOMAIN (BARGAINING REALM) - CHESHIRE LAIR

The scene morphs and warps to the foreboding, warped scenery of **The Cheshire Cat's Lair.**

A complex and environmentally distinct level design, focussed on spatial navigation puzzles. Astrological symbols and manifests of star-signs dance in the skies above Alice.

We PLAY until Alice is met with a seemingly impossible and impassable obstacle blocking her way. Alice cannot move forward.

Solving a puzzle in face of the obstacle, the pieces fit together from a disconnected mess, forming a clear “star” with four points.

We PLAY as the obstacle lowers, leading her to a swirling **Gyroscopic Compass**, surrounded by Stars.

As Alice reaches out her hand and holds the compass, previously unseen hints are drawn on the environment around Alice. While she looks around clasping it, whispers are heard. Arrows fade into view, and crudely sketched etchings, arcane astrological symbols, and ghostly, riddled wayfinding markers appear in the environment. This ability is key in finding secrets, and hidden pathways.

By using it, a new hidden path is revealed. The impassable, now becomes passable. From hundreds of doors, the right one is revealed.

The area serves as a tutorial for this new ability. Alice continues to follow the whispers of her inner compass - **“…this way…” “that way…”** successfully navigating the remainder of the area.

The compass is golden, and points true. Holding it within her hands, and realising that following others is not always the correct way to solve her problems, Alice now instead chooses to focus within, and follow her own path. She must trust herself.

The Cheshire Cat remarks;

CHESHIRE CAT

Well, it looks like you're starting to listen to the voice that really matters. Learning a thing or two, are we Alice?

ALICE

Seemingly always. But something tells me there's more to learn.

CHESHIRE CAT

Well, it does pay to keep an open mind. But not so open your brain falls out. Speaking of brains, the Hatter awaits you…

We PLAY as Alice continues to follow her new compass and guidance. Staring at the Compass's face, the device clicks and whirrs, forming a massive Top Hat, covered in arcane symbols. The mark of the Hatter.

The broken level design slots into place around Alice, and her way is now much simpler and easier to navigate. Alice successfully navigates from out of the Cheshire Lair. Landing back into the final parts of the Chaosma, Alice continues onwards, following the point of the compass.

As the shadow of **Hatter's Laboratory** looms over Alice, the concentration of mechanical defenses becomes increasingly dense. We PLAY as Alice fights forward under the shadows of steam powered towers and gigantic bronze tea-pots on the outskirts of Hatter's Domain. Here, Alice will face an onslaught of bizarre machines and steam powered tea-pot cannons. Gears, rotors, tea and scrap metal fly as Alice rages into the fight, as they repeatedly attempt to carry her away.

Finally, as Alice approaches the massive doorway to the laboratory, a trap is engaged. A cutscene plays as a giant clockwork hand engulfs Alice, trapping and immobilizing her. Trap-doors open, and an army of scuttling tea-pots hoist Alice up. Skittling away on-top of a sea of walking-teapots, the horde of machines rush Alice and her Rabbit through the halls of Hatter's Laboratory. A blur of motion and clattering metal, Cheshire Cat is left behind. He offers no aid as his silhouette simply watches from a safe distance.

With a flick of his tail, he disappears.

A series of rapid twists and turns atop the machines within the bronze halls, and Alice is dropped unceremoniously to the ground. As her restraints break free, Alice stands to her feet as the machines obediently tinker aside. Alice looks up. She finds herself face to face with **THE HATTER.**

-

LEVEL 3 - ACT 3
MAD HATTER'S DOMAIN (BARGAINING REALM) - HATTER'S WORKSHOP

Surrounded by machines, Alice jumps back, and readies her blade.

Hatter is impatient. He stares back at Alice behind a complex magnifying glass apparatus. With Alice expecting a fight, Hatter simply nods, and resumes his tinkering on a work bench behind him. His back is turned.

THE HATTER
Oh please put it away, Alice. Here again? Can't you see I'm busy?

Alice lowers her blade, confused.

ALICE
And here I was, expecting a fight…

THE HATTER
If that were the case, those words might as well be your eulogy. Our interests are more aligned than you'd think Alice. I already know what you're here for. I apologize, these machines, though automated, lack a certain… finesse.

The tea-pot cannons on the edge of the room sheepishly recoil at Hatter's words. Their single eyes stare at the floor.

THE HATTER
These ones defend me. But not against you… they've been trying to bring you here. You've already destroyed your fair share of my workforce, but I know you still seek answers. And you will fight so

blindly, and so desperately to find them. So, ask.

ALICE

Why should I trust you?

THE HATTER

Those who say they should be trusted, must never be. Trust can only be earned, Alice. Afford me that chance, and see for yourself. If you really want to drive that blade into my back, you only need to do so. I do not fear death, not in this place.

Alice ponders this for a moment, before asking her question.

ALICE

Very well then. A chance it is. Manipulators. The machines that kept me imprisoned. Tell me about them.

THE HATTER

Yes, yes… Manipulators. Automatons. Perfect replicas. They are everywhere. How do you know you're not one? You won't. My perfect invention; but the Queen controls them.

ALICE

That's impossible, Hatter. The Queen is dead. She was a machination herself.

THE HATTER

Really? Is that so? Well, if you're so certain, you have nothing left to fear from her. Fear pushes us forward, Alice. Past the point of disaster. And onto collision with calamity. We have no choice when we face it, only that we must be up to the task when it hits. Sure as night follows day, disaster follows you. It hunts you. It looms on the horizon of your mind, and threatens us all…

Hatter stops his tinkering, and steadies his posture. He looks Alice in the eyes.

THE HATTER

The reasons are simple, Alice. Listen carefully; The artificers in that circus were designed to keep you busy. Occupied. Imprisoned. Distracted. They returned you to where you needed to be. Time, and time again. Every time you escaped, you were placed back there. And you have tried, many, many times, and you have been returned to the Circus, many, many times.

ALICE

I don't remember any of it…

THE HATTER

The cost of forgetting is high. You might have heard that before, but this time, this really is all for your own good, my dear.

THE HATTER

Otherwise, your curiosity would undo us all. Until perhaps, you were ready for what you needed to face… but you never have been. You've failed every time.

ALICE

What? What must I be ready for? What have I failed?

THE HATTER

Well that all depends where and when, and which attempt. Too many to list. You're both equal parts hope, and threat here. Which one you will turn out to be still remains… uncertain.

Hatter's gaze narrows. Piecing Alice together as if she were a dangerous puzzle.

Alice continues;

ALICE

There is someone following me, hunting me. Pulling unseen strings. Everywhere she goes, there is death. Destruction. Everywhere I go, the Shadow follows. I haven't found a way to even challenge her. I don't know if I can.

ALICE

Or if I even should…

ALICE

I want to escape this place, Hatter. I want to escape and go home.

THE HATTER

Escape? Go Home?

Hatter scoffs.

THE HATTER

The only means to do so was lost long ago…

Alice leans down, and picks up her Rabbit companion.

ALICE

You mean this? This device inside him, it fought off her corruption. It saved him. The device, it's yours. What is it?

Hatter examines the Rabbit like a lab specimen as the tiny mute wiggles around soundlessly in his grip. Hatter smiles.

THE HATTER

Indeed Alice, there is always a way forward. If you have the heart, (and some other required pieces) to see and control the path. We still have a chance to get you home.

Hatter pulls a lever, and his Workshop's walls shift back to reveal an elaborate, mechanical stage performance.

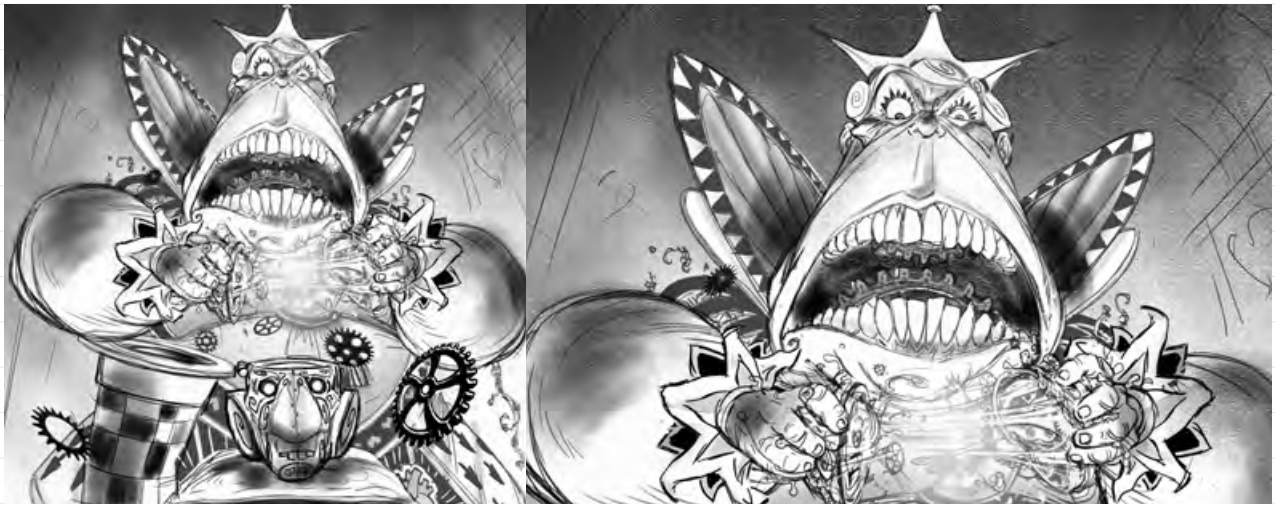
Puppets representing Alice, the Shadow, the Queen, and the Circus loop on stifled rigs and chains. Riding in teacups, Hatter explains the story, his arms wildly thrashing about as automated story scenes roll past. He, Alice and the Rabbit ride along together.

Hatter speaks;

THE HATTER

At the behest of the Queen, I was ordered to create the machines that kept you in the Circus. A cruel game, and one I didn't want to play… but the Ruler had leverage on me. You aren't the only victim of being held against your will here, Alice. My very mind was at stake. And she held it cruelly in her hands…

A scene of The Queen threatening the Hatter with destroying his mind plays.



THE HATTER

The circus was made by the Queen. She is Order. Rules. Restraint. Law.

My genius was forced to build the actors that riddled your stages with lies. But these were lies that were meant to protect you for as long as they could.

We kept you as far away from any Chaos as possible. Everything was scripted, planned, and to keep your damned curiosity sated.
But no matter what we did, what elaborate act we created, your curiosity always led you astray.

As you are now, as we predicted, you cannot defeat your Other Half. She is consuming this place in chaos and darkness. She is powerful.

But, I too experimented with Chaos. Using Prima Materia, the base of ALL creation. Unstable as they were, my experiments with darkness yielded powerfully chaotic results.

In the face of your constant failures, I was poised to build a new catalyst against Chaos. Built from the very fragments Chaos fears…

What I built was capable of doing what must be done. It can get you home!

But, studying Chaos, it has a way of being… chaotic. My failed experiments resulted in an unexpected disaster. Artificial chaos is simply no match for the real thing. And it’s now here. And we are unprepared.

Discombobulated, unstable, uncontrolled. Chaos saw my home and work destroyed. The Prima Materia lost. And the essential complete fragments of the puzzle scattered around this land in unknown trajectories.

We recovered only one piece.

Hatter motions to the heart, tapping it with his teapot cane.

THE HATTER

And we used it in a powerful sentinel to watch over you. This is all for you Alice. This part of you must be protected.

Hatter continues;

THE HATTER

The Moon carried **the heart.** It can withstand Chaos. **The Eyes.** Can focus, dilute, and channel Chaos. **The Brain.** Can control Chaos.

The Eyes and The Brain still remain lost. But if we find them, we might still have a chance to stand against the Chaos of the Shadow, and get you home.

Find the lost fragments Alice.
Bring me more Prima Materia, and I will continue my work.

Hatter finishes his grand performance, and turns to Alice. They both look at a dark, twisted grandfather clock. Tick-tock. Tick-tock. Tick-tock.

It is slightly corrupted by Chaos, and acts as a gauge of how much time left Alice has to collect the required fragments.

THE HATTER

Certainly no time to waste, my dear. Chaos moves fast. But there is always time for tea. So take it with you.

Hatter gives Alice a wild invention, TeaCup Launcher Weapon, that fires mortar slug rounds of boiling hot tea. A spluttering, mechanical, steam powered beast of a weapon, it can also grind enemies to pulp with the broken pieces of chipped porcelain at close-range.

HATTER

Oh, and not to put a rush on things, but by these calculations, if you are unable to collect The Heart and the Brain within 4 Moons, then… Wonderland will be consumed by The Chaos and all will be lost. But don't think about that. I'm sure you'll do fine!

Hatter shoves Alice out the door and slams it closed. A second after it shuts, the door quickly re-opens, and Alice's Rabbit is hurled through the doorway after her. Spinning soundlessly, his tiny body thuds gently on the floor.

Alice and her Rabbit dust themselves off, and she turns to her tiny companion.

ALICE

I've had more graceful exits I suppose. It's getting rather dark around here. I believe we need something to help us see clearer.

The Rabbit nods.

The Inner Compass points the way to Alice's next stop.
A click and a whirr, the compass face morphs and resembles an "EYE".

We PLAY as Alice returns to the Hall of Doors. After a short while, of hops, steps and jumps, we find where the appropriate door is open and waiting… at Alice's feet. It's a tiny door only a mouse could fit through.

But approaching it causes Alice to shrink rapidly to the necessary size.
She steps through the door and travels to her next destination.

As the door begins to close behind her, a black stream of wafting Shadow follows Alice and her Rabbit into the tiny doorway.

-

LEVEL 4 - ACT 1
VALE OF TEARS (DEPRESSION REALM) - Abyssal Station
{Objective: Locate The Missing Fragment of EYES}

We're all scared (blind) here.

Alice steps from the Hall of Doors into **ABYSSAL STATION.** Before her eyes is… darkness in all directions. There are specks of light flickering in the distance. Are they fires? Eyes? Faint voices whispering something about The Man in The Moon.

Like an explosion, **The Infernal Train** screams past Alice lighting the scene around her - a morbid Subway Station made from bits of dollhouses and decorated with a collection of broken doll parts and toys. Alice says to her Rabbit;

ALICE
Whose horrid memories are these? They are certainly not my own… perhaps not yet.

The station windows look out on dirt, dust, ash and filth. Arms and legs and heads of dolls are buried in layers behind the glass.

The sign overhead reads: **Lookingglass Railway: Abyssal Station.**

???
Welcome to the Abyss, Alice! So glad to seeee you again!

Behind one of the windows sits March Hare, screaming into a microphone, waving excitedly at Alice. His eyes are crudely

stitched shut. **MARCH HARE AND DORMOUSE** are the foremen and operators in charge of this area. They throw a series of obstacles at Alice to thwart her progress and block her escape. They blame Alice for their blindness.

We PLAY as Alice navigates the scene heading towards the direction indicated by her Inner Compass to locate the “Eyes”. There are several exits from the station, all leading through roughly cut holes in the walls of the station. These become dirt passages descending into a vertical cave-like structure.

Alice enters a **TERMITE MINING COLONY** buried beneath the **MEMORY TREE OF ALICE’S MIND.**

Alcoves and chambers, filled with fungi and mushrooms, dug out of the rotting material of Alice’s memories. Giant Termite Drones fly through the air overhead carrying bundles of dirt to and fro. Mechanical conveyor belts and rusted hulks of mining machinery whir and grind throughout the scene. Here, fragments of Alice’s past are half-revealed in a vertical catacomb of detritus.

This is where memories go to be recycled into the fertilizer that feeds imagination.

Every chamber in the colony can be explored in any direction. But the colony cannot be escaped until a certain sequence of events is completed.

Alice's objectives; Uncover the central meaning of the memory scenes contained in the chambers and release it from the colony.

This is accomplished via exploration and a series of visual puzzles - involving pattern matching, colors, and optical illusions.

As she explores, Alice discovers a mixture of happier, early memories, which are neglected, broken, lost, or misplaced. When Alice allows these memories to be processed, her barred progress through the mines is allowed.

As Alice explores the mines of memory, she will begin to encounter broken, wrecked and burnt machinery. The further she goes, Alice will encounter pulsating dark veins of ore. Shadow wisps from them. These dark trails lead Alice to memories that are unfamiliar to her. Wreathed in bracken, amorphous darkness, **these are the memories of the Shadow.**

Veins of pulsating darkness beat, bleed and echo from these memories, as if something is being drained or siphoned from them. Onyx and Obsidian ore jaggedly protrude from the cave walls around the memories. The dark ore forms spiralling symbols and arcane runic shapes.

Whispers hypnotically draw Alice to enter these nightmarish memories. All other sounds fade as Alice approaches. As her tiny plush Rabbit desperately pulls at her to stop from entering, Alice cannot withstand their siren call.

-

LEVEL 4 - ACT 2
VALE OF TEARS (DEPRESSION REALM) - Echoes of Darkness

Upon entering the first dark memory, Bumby and Radcliffe take center stage.

Each of these scenes is contained within a "room" of warped dimensions (see non-euclidean geometry game demos) so that a

hallucinatory experience of crossing through these large and dense scenes takes place within a relatively short time and space. Each scene is separated by a section of normal geometry and materials, allowing Alice a moment to reflect on the previous scene and to look around at the structure of the space where these scenes are contained.

Shadow Alice does not want these memories to be processed. Because once processed they form the basis for growth beyond the trauma. She uses the space as a gallery of pain and draws her power from it.

We PLAY, as Alice follows ghostly visions in memories of the Shadow. Unlike the memories she has seen prior, these memories of Bumby and Radcliffe are bathed in shadows. The dark actor's movements are jittery, broken and erratic. Their limbs are off proportion. Both men have no eyes. Only deep, black recesses where their pupils should be. Their voices pierce the air. Ranging from hushed whispers, to gasping roars.

As Alice moves through the environment, she overhears conversation critical to her quest.

The hospital. Flashes of the night Alice was taken to the hospital. Scale is distorted to create a sense of disorientation, smallness, and distance. Giant beds, warped hospital rooms, giant scalpels, her family (relatives) tiny and far away (in the sky looking down on her among lots of other giant faces), massive pill bottles. Gauze for clouds. Trolleys. Dead bodies under covers. What did Alice fear most about this period, these scenes? The lack of family? Not knowing where she was? Feeling lost and alone? Feeling small? These are dreadful memories.

Again, Bumby and Radcliffe take center stage, saying, "…insanity is the best option."

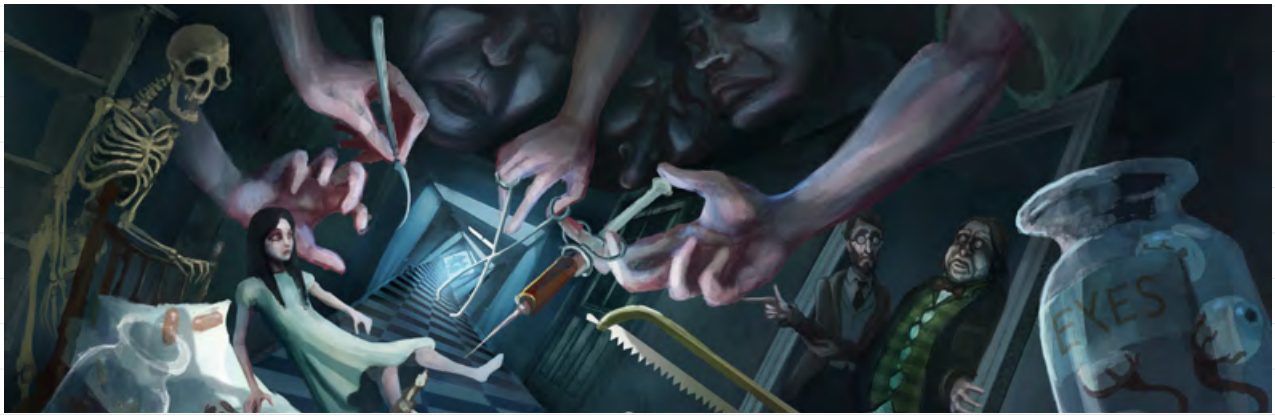
Radcliffe, continues the conversation; adding:

RADCLIFFE

Indeed. No time for sloppiness Angus. Handle your vices, and keep the services you offer our clients alive. With the girl as my ward, her estate is mine. Feed the supply. Contain her mind. I'll handle the rest…

As they both turn to see Alice, Alice is pulled violently from the memory, and arrives in another one. Her head spins.

We PLAY as we again follow another apparition of Alice, as she has an outer body experience, witnessing the Shadow's memory. She follows herself in flashes of The Asylum - Alice bound to a stretcher, thrashing as she's rolled through the entrance. Nurses and doctors whispering and staring as she's wheeled through the corridors filled with the shouts and screams of insanity.



Alice hears a voice. It is her own, but it is warped… breathless and desperate.

THE SHADOW

At that time you were already acting as my guardian. Having me committed to the asylum was easy. Who would you believe? The family lawyer and the doctor? Or the raving mad child everyone now believed had burned her family to death?

We PLAY as Alice walks the corridors of Rutledge Asylum. Everywhere are signs of neglect, decay, madness, and cruelty.

ALICE

This is not a place for curing insanity - it's a prison designed to drive one mad.

The path leads past various rooms and corridors where we see variations on Alice's routine in the Asylum. Putrid mealtimes; bouts of uncontrolled rage; cruel interactions with doctors, nurses, and psychologists; playing with the other Insane Children. A final room where Alice is bound to a bed; staring, catatonic, clutching her White Rabbit. Her head is bald, and she is drooling. Heavily medicated, her eyes rolled back into her skull.

The broken voice continues, at times sounding on the verge of breaking down;

THE SHADOW

The days passed into months. The months into years. And many of those years were spent in a state far removed from reality. That must have made you feel at ease - no one believes Insane Children and their make-believe.

Flashes of Alice's drawings - sketches on paper; scratched into the walls of her cell; carved into the flesh on her arms. Our first glimpse of Wonderland and its inhabitants.

ALICE

But in my make-believe was your undoing…

Suddenly, the Shadow enters the cell, spawning from the darkness of the walls. Enraged, the Shadow shudders spasmodically. She immediately takes over the entire scene. Her face fills the view:

THE SHADOW

What are you doing, little girl? This place is MINE! Get out!

ALICE

These are your memories?! Why relive these horrible experiences?

THE SHADOW

…we all must eat to survive…

Dark, pulsing Onyx ore stems from the Dark Memory, and transfers its mass into the cracks and swirls on the Shadow's arms. **These horrible memories give her strength.**

Staring into the eyes of Alice, the Shadow continues;

THE SHADOW

Perhaps it's time for you to taste some of my favourite horrors…

The Shadow places a clawed hand on Alice, and Alice is again suddenly pulled deeper, into another dark memory. The architecture around her sways drunkenly. Sounds warp and distort as Alice reels in her own darkness.

Scenes of Bumby in the **HOUNDSTITCH HOME FOR WAYWARD CHILDREN** play out. He is cross-examining and talking to Alice in a counselling session.

BUMBY

The cost of forgetting, is high Alice…

Insane children dolls now wander around Alice in a deranged circle. They sing and dance. Some dolls are half-dressed or have no clothing. Others have numbered cards nailed into them and are missing parts. They all bleed.

Radcliffe is seen counting the insane children on a bone abacus as they are whisked away by rotten puppet hands. Radcliffe's hands are soaked in blood, as he greedily pockets large wads of filthy, greasy and oily money with a multitude of gangly limbs.

A dark ruinous oil drips from Alice's eyes, and from her mouth.

She cannot speak. No one can hear her as she gurgles and begins to drown and spasm. **The Infernal Train** rockets past the window, and breaks through the wall, and the hellish scene is destroyed.

Bumby's and Radcliffe's laugh can be heard as Alice plummets deeper and deeper into darkness.

We PLAY as Alice lands face first into the dust. Alice spits a wad of blood onto splintered floorboards. She is now in a dress made of odd mis-matched fabrics. Her rabbit is nowhere to be seen. She is alone here.

All is silent, bar the rusty clink of an overhead chain. Alice looks up to see skewered dolls impaled on hooks and nails, swaying back and forth along a conveyor. Scissors, doll parts, thread and needles litter the area. Movement can be seen in the pitch black ahead.

As Alice gets to her feet, **a monstrous apparition of Bumby lurches forward from the shadows.** It carries **a book bound in lightly hued, untarnished skin and flesh** in its horrible hands. The pages turn and flutter as he speaks.

BUMBY/THE DOLLMAKER

Hush now, Alice. You've told your tale. It's time to listen to something new. I was once like you. Born in chaos - an orphan… of sorts. Mummy was mad, insane really… laudanum, hysteria, and carnal urges. Pa? A taxidermist. Obsessed with restoring life to the dead. His mistake? The dead can only rot. Like mummy rotted.

But the living? The living can be made clean.

Dolls are clean. That's the trick, girl. The moonbeam magic. Start from within and make everything clean. Clean and hollow.

Our minds - that is where the cleansing must occur. You're an excellent example. Spattered in blood and wearing chaos like a badge of honor. But you know nothing of true chaos. If you did, you'd do as I've done, and dedicate your life to its complete eradication. That blade you ram through your enemies? An instrument of filth and corruption. It does not sterilize. Quite the opposite. It spreads filth and horror from whatever it touches. Just like Pa. That's your mistake too.

Do you really think you killed me? The taxidermist might agree. But we're beyond all that. No, Alice, we're in the realm of Mr. Dream Man. Sing with me, Alice…

The train is coming with its shiny cars.
With comfy seats and wheels of stars.
So hush my little ones have no fear.
The man in the moon is the engineer.

As he sings, Bumby's hands sway hypnotically. Tied to a swinging thread, he produces a bloody and oddly shaped pocket-watch. It does not tick. It is frozen in time. Alice's eyes widen as she looks on in horror. Trapped within the glass of the watch, screaming to get out, is Lizzie. Alice's sister is terrified, as she bangs her fists on the glass, trying to escape.

Lizzie screams.

BUMBY/THE DOLLMAKER

The past must be paid for, Alice. She is mine. Forever in time. And there's nothing you can do to change it. Her fate is sealed. And it's all your fault.

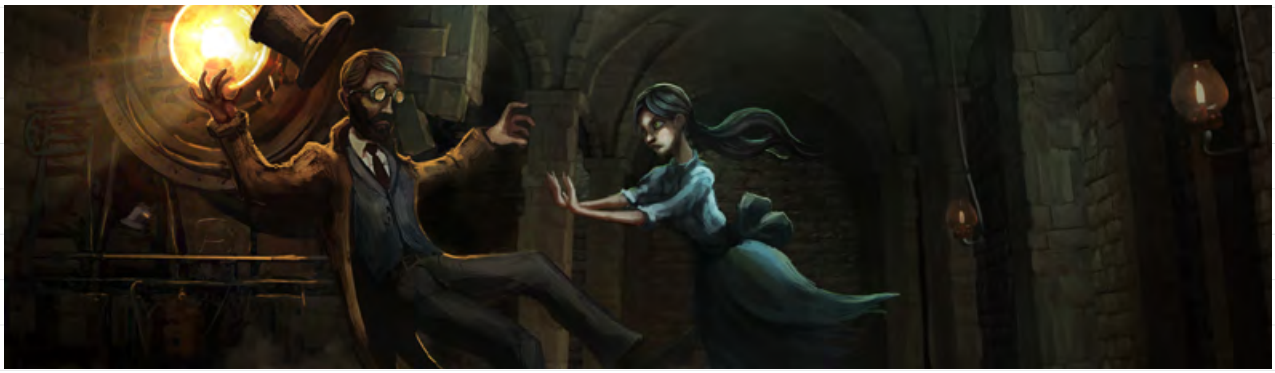
Bumby's voice turns to a guttural roar as a Boss Battle begins. We PLAY as Alice will need to survive an onslaught of violent attacks. He clutches the clock containing Alice's sister, and uses it to attack Alice at times. He never lets it go. Alice must

dodge his blows, and strike his weak points in order to endure a frenzied, but short boss fight.

Once enough damage has been done to the memory of Bumby, he will laugh, and lurch forward. His open mouth will consume Alice. As Alice holds her hands up to shield herself, once “consumed” she will find herself in a London Train Station.

Tip-toeing forward, we PLAY as Alice will turn a corner, and come face-to-face with the memory of Angus Bumby. He smiles a knowing smile as he looks at his pocket watch. The ending scene and original dialogue will play out, and result in Alice pushing Bumby in front of a moving train, killing him. From this moment, a cutscene plays;

From the instant Bumby is killed, the scene freezes, and the walls of the train station crack like glass. We zoom into the darkness of Alice’s pupils, and in her eyes, a snowglobe free falls in the darkness, and cracks onto the floor.



A wisp of Shadow seeps into the glass sphere. This is the moment The Chaos invaded The Snowglobe.

-

(Slumber Encounter #5 - Fate)

Alice gasps as she arrives in the Slumber Realm. Breathless, Alice looks down at her feet to see a snowglobe broken, and shattered at her feet.

ALICE

My Shadow killed my family’s murderer. The death of my family was only the beginning. I was spared her pain.

CATERPILLAR

You were also spared her experience. The monster she killed deserved his fate. But in killing him, she sealed her own. His darkness was transferred to her - and now lives on through the shadow. It will consume her, and you.

ALICE

Can’t she be stopped?

CATERPILLAR

To stop her is to kill her, but she has a purpose. She brought you this far. And kept you safe. Sealed away and repressed, under the waves of her torment. You never saw or experienced what she did, until now.

ALICE

Her memories are horrible.

CATERPILLAR

You see what has made her. What has hurt her. Now it’s your turn to keep her safe. She is blinded by her suffering, Alice. Where her rage once severed and abandoned you, she now seeks to sway you in her favour.

ALICE

Why? Why do I matter to her?

CATERPILLAR

You are her conscience, Alice. You are her reason. You are her kindness. You have long since been forgotten, but she seeks to make you let go of what you hold. You stand in her way. This is why you have been protected, until you were needed most.

ALICE

I’m starting to think she has a point. Her rage is justified by these horrors.

CATERPILLAR

Perhaps. But do monstrous deeds inflicted, warrant more monsters created?

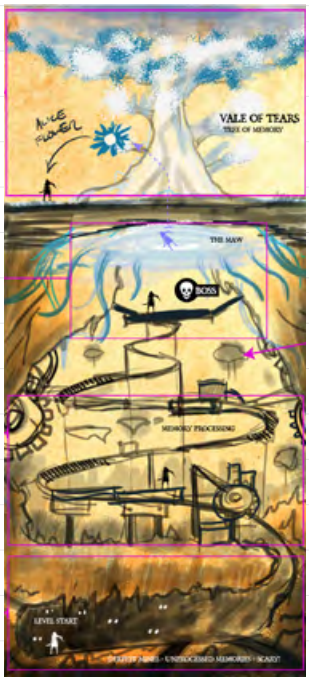
Alice thinks on this, as the scene washes away, and cuts back to exploration of The Mines.

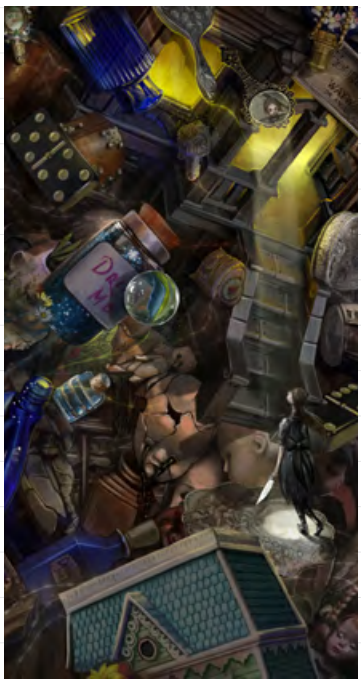
-

LEVEL 4 - ACT 3
VALE OF TEARS (DEPRESSION REALM) - The Mines of Memory
{Objective: Locate The Missing Fragment of EYES}

As Alice lands back in the mines, she is reunited with her rabbit. Surveying the scene outside of the Shadow's Memories, Alice locates a rusted **Teapot Cannon**, embedded and protruding from the ore. Taking the weapon, the Teapot Cannon is an AOE long range launcher. Capable of firing massive globs of boiling pressurized tea at a distance, the secondary fire allows Alice to pour boiling hot tea on the ground as she walks. These puddles bubble and burn her enemies in a floor trap, until the tea cools and it dissipates after time has passed.

The surrounding space and scenes are home to enemies of Broken Dolls and hybrid insects, and obstacles of logic and spatial puzzles. The overall theme of the area outside of the memory scenes is a **Dangerous Old Mine.** This creates gating and resistance as Alice moves through the area.





As Alice journeys through the mines, she will be guided by her inner compass and her rabbit to find the EYES. This is a dark place

where it's literally difficult to see. And it's a realm controlled by March Hare and Dormouse - both of whom relentlessly taunt and blame Alice for their inability to see.

Dormouse and March Hare have done a terrible job of maintaining the mines. Things are clogged and broken. The mines are stalled, and do not process any memories. Memories are left behind and hidden to feed the Shadow. Alice will restore the machinery, and allow it to process memories, thereby restoring healthy function to the mines.

Having seen all of the scenes and overcome the surrounding obstacles, Alice confronts Dormouse and March Hare at the top of the mines. Because they are blind, they've used The Eyes as a means to see Alice through a series of mechanical lenses scattered around the mines.

As Alice progresses through the mines she knocks out these lenses until the Mouse and Hare can no longer see.

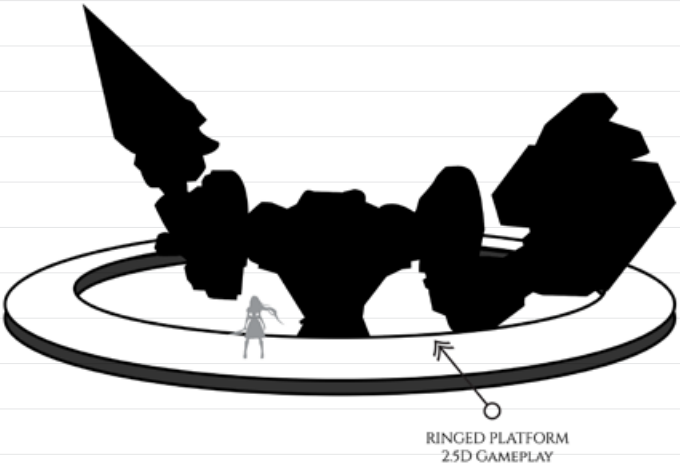
A Boss Battle takes place at the top of the mine, directly underneath the roots of the memory tree. A large chamber filled with lenses, dark corridors, memory debris, and shifting floors on a ringed platform - Alice engages Mouse and Hare.

Here, they scream;

DORMOUSE

Old memories can still hurt you, missy! We'll make sure of it!

From one of the memories emerges **a massive steam-tea powered Mecha**, (formerly from a memory of a previous visit to Hatter's Domain).



A wild **boss fight** ensues under the maw of the Memory Tree. Alice combats the Mecha and the two rodents, eventually defeating them. As they are “recycled”, the mecha, and Dormouse and March Hare are both **consumed by the maw under the Memory Tree.**

Alice places her hands on the EYES, claiming her prize and heading for the exit.

Before Alice can escape, she is pulled up into the memory recycling system - an ethereal and glimmering abundance of massive, swaying tree roots - and enters into a surreal encounter with Caterpillar.

-

(Slumber Encounter #6 - Transformation)

Another encounter with The Caterpillar where the theme is the power of transformation.

CATERPILLAR

We cannot undo what’s been done but we can take every passing moment as a chance to change course…

We PLAY as Alice follows an older memory of herself through the streets of London. The version Alice follows is the same as who pushed Bumby in front of the train. Alice witnesses the elation of her memory, having rid herself of her tormentor. Alice watches her memory as she wanders through London. Mushrooms and beautiful foliage sprout from the walls and brickwork of London. All is magic, serene and happy. Her memory is satisfied.

Caterpillar’s voice narrates;

CATERPILLAR

The sound of his bones cracking played over and over again in her mind. The final violent expulsion of air from his lungs as he was crushed by the train… it was… well deserved. Her elation and his demise quickly turned into something else. Something… new.

As Alice floats in Londerland, blissfully, the sound dims.

A whisper is heard, then many others. Watching as passers-by turn to look at Alice, more and more London inhabitants stop their walking. They stare at Alice. Their mouths do not move, but she hears their thoughts. Outstretching her arm, with another hand to her temple, **Alice reaches out to calm the whispers inside her head.** They obey, if just for a second.

Then, a crash of shattering glass is heard. Bumby's laughter echoes.

CATERPILLAR

She felt something break inside. An undeniable darkness took hold, and spread.

A cutscene plays as Alice's beautiful experiences turn horrid. Cracks appear in the walls. The mushrooms and magical sproutings rot, wither and die. Alice can only gaze in wonder, as dark swirling voids appear, violently consuming the rotting foliage as darkness spreads. Alice follows her memory. The apparition recoils, holds her temples, and begins to panic.

We PLAY as day turns to night, as Alice wanders through this hellscape, following after her memory. She arrives at the **Houndstitch Home For Wayward Children** to find **RADCLIFFE** there, surrounded by orphans and talking to the police. A cutscene takes place upon her arrival;

RADCLIFFE

That's her! She's the one, officer! Arrest her immediately!

He furiously waves his Little Black Book in the direction of Alice's approach.

POLICEMAN #1

Now sir, we'll get the facts and find the killer. You leave that to us.

RADCLIFFE

Imbecile! She can't just be left to wander the streets! She's a killer. An insane person! Certified. Only released from the Asylum because I allowed it. Put her back in!

As Alice steps closer he points a finger.

RADCLIFFE

You stop right there! As the purveyor of this establishment and the responsible agent for the protection of these products… er, children, you are hereby informed of your expulsion from the Home For Wayward Children. Do you hear that officer? She's not to take one step inside this building!

Alice breaks down crying - overcome by the murder and the reality of what she's done. In her sorrow, a whisper begins to manifest. Only Alice can hear. It is the voice of Radcliffe. He stares at Alice through a sweating, furious frown. His lip trembles, but his mouth does not move.

RADCLIFFE {THOUGHTS}:

Angus is dead. I know you killed him. But you will never win. You will never learn the truth. I'll see to it, and you'll never lay a finger on your family's estate. Not while I live and breathe…

Alice is aghast hearing the words. They are unspoken from Radcliffe, but clear in her mind. As Alice recoils at Radcliffe's thoughts, her shock is met with an echoing shatter. Like shards of mirrors tumbling into nothingness, the grim London street around Alice breaks apart.

All Alice sees is Radcliffe, surrounded by fire, fury, and horrible manifestations of demons, greedily pocketing ill-gotten wealth. He smiles like a devil, his form warping and horrible, as eons of bloody coins tumble from outstretched, misshapen fingers. He laughs as the gold falls.

Alice holds her temples, and almost blacks out, she cannot control it. Holding steadfast, darkness wells in her eyes and she grits her teeth.

The scene rapidly rebuilds back to the dirty London Street.

Radcliffe, unperturbed, turns his back to her and ushers the children through the door. The cops mutter about wanting to know Alice's whereabouts while warning her not to leave the district.

POLICEMAN #2

We'll be speaking to everyone of interest Miss. That man there thinks you should be at the top of our list. What have you got to say for yourself? What proof do you have for yourself?

ALICE {QUIETLY}

…Proof? Simply a matter of perspective on the crimes…

Her voice trails distantly as she sways, unsteady on her feet.

CATERPILLAR

Radcliffe blamed her. Though he didn't have the evidence, he knew it was her. Just as she knew it was him. His guilt. His compliance. His mind and her memories spoke more than his mouth ever could.

Alice looks up to watch as Radcliffe closes the door - their eyes meet for what seems like an eternity. Radcliffe blinks and his eyes dart side to side. Hers continue to darken in fury.

CATERPILLAR

Now she knew. He had been in on it all along.

The Shadow's hands claw out from Alice towards Radcliffe, but only we can see.

Radcliffe slams the door shut. Alice, surrounded by encroaching Police, and wrought with rage, wrestles free from their grasp, and runs down the street. The policemen yell behind her. They pursue as the scene ends.

The sound of their screams snaps us back to the scene with Alice and The Caterpillar.

ALICE

She intends to kill again. After Bumby, She believes Radcliffe deserves to die.

CATERPILLAR

And then the transformation will be complete. Darkness always begets more darkness. What do you believe, Alice? What do you see?

Alice does not have a chance to answer, as we zoom into her eyes. A tear drop forms, The Slumber encounter ends as the droplet falls, dropping into a calm, azure pond.

Panning up, the scene cuts to a gargantuan, lush tree, its leaves bristling in the breeze within **The Vale of Tears.**

-

LEVEL 4 - ACT 4
VALE OF TEARS (DEPRESSION REALM) - The Tree of Memory

Focussing on a branch of the tree, Alice blossoms from the stem - starting as a flower and then blooming into a girl. We PLAY, as Alice continues her descent safely to the ground, jumping from flower petal to leaf to branch, and continues on her way.

The **EYES** sit at the bottom of a small calm pond, dotted amongst the foliage of the Vale. Alice reaches in, and retrieves the EYES from a pool of tears.

Having repaired the memory Tree, and now able to SEE them clearly, **Alice's memories now flow and are processed properly.** As the beautiful tree above Alice blossoms and blooms, all manner of memories; happy, sad, dark and light are processed. Alice is racked with emotions.

A flash of memories, of her own, and that of the Shadow's, flow and ebb through Alice's mind. Gazing back at her reflection in the pool, she spies the reflection of the Shadow staring back at her, but neither flinches.

A moment of somber thought, and Alice places a finger on her reflection in the water. It points back as she breaks the water. As the ripples subside, Alice is left looking at her own glum reflection in the water. The Shadow has gone.

Deep in thought, Alice heads back to the Hall of Doors.

-

INTERMISSION (HUB-WORLD)
MAD HATTER'S DOMAIN (BARGAINING REALM) - HATTER'S WORKSHOP
Tick-tock.

Alice steps from the Hall of Doors and quickly makes her way to Hatter's Workshop. There she returns the Piece of Champion #2 (EYES) and is allowed a chance to equip items, upgrade weaponry,

or restock weapons and supplies. Hatter is busy tinkering away. He offers new upgrades and inventions for Alice's perusal, in exchange for Prima Materia Alice has collected on her way.

Hatter warns Alice of time running out to save Wonderland. The Chaos clock continues to be consumed by Chaos. ***Tick-tock.*** **Only 3 Moons remain.**

Prepared for the next adventure, she returns to the Hall of Doors and…

-

LEVEL 5 - ACT 1
VALE OF TEARS (DEPRESSION REALM) - WONDERLAND WOODS
{Objective: Locate The Missing Fragment of BRAIN}

We're all sad here.

Alice steps from the Hall of Doors into The Vale of Tears. The scene before her is a riot of dense green vegetation and towering mushrooms illuminated by glittering shafts of moonlight piercing through the canopy. Butterflies and bees float overhead while ants and spiders occupy the ground and leaves in the spaces between. Giant Rain Drops sparkle in the dense air. All of it frozen in time like a living painting.

Alice is still processing. The Cheshire Cat appears.

CHESHIRE CAT

You seem a bit wilted Alice. Despite all your gadgets, are you still unsure which path is the right one?

ALICE

I'm confused, Cat. My Shadow, she does horrible things, but they seem justified. Her rage, and destruction. She doesn't want anything anymore. Only for it to end.

CHESHIRE CAT

Quite right. A tangled mess that requires unraveling. I believe it will be up to you. Whether you see it fit to challenge her. Or help her burn things to the ground entirely.

ALICE

I'm not quite sure either is the right path. We share memories now. All of them…

Alice's voice and gaze trails.

ALICE

I need… time.

CHESHIRE CAT

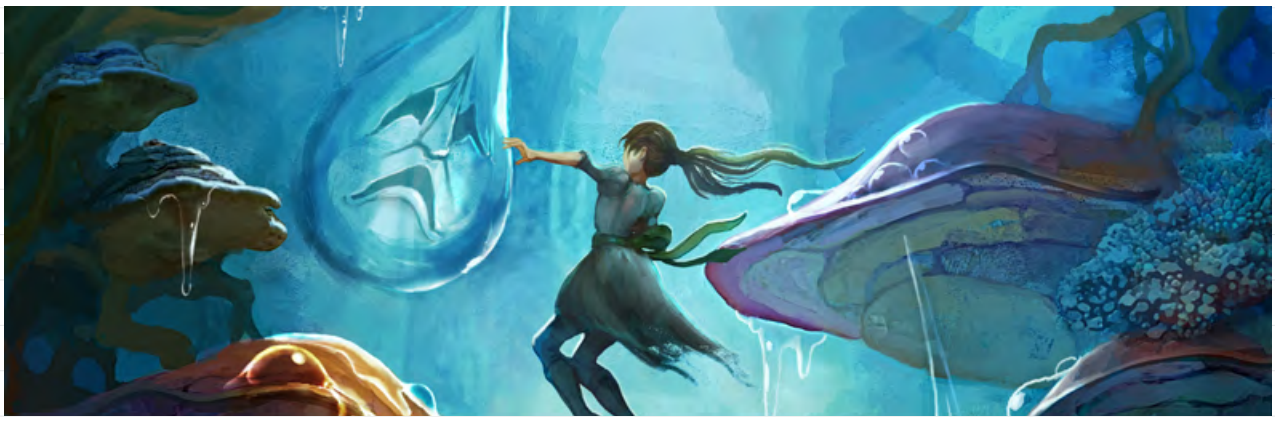
Be sure it is used wisely then. Time is fleeting, and the only commodity that cannot be replenished.

We PLAY as Alice navigates the scene heading towards the direction indicated by her Inner Compass. Along the way she encounters a variety of bizarre Woodland Creatures **frozen in place who spring to life with Alice's passing.**

Alice carries with her a **Bubble of Influence**, which is represented as a "Sunlight effect" related to her Dress. Time resumes inside it's proximity, and freezes again once she passes. The Chaos is here as well - converting Woodland Creatures into enemies Alice must defeat. **The vast majority of Alice's aggressors are Chaos infected and consumed reptiles.** Snakes, lizards, newts, turtles and alligators form the ranks that attack Alice here. The Chaos operates outside of frozen time - another facet that cannot be controlled. It converts frozen creatures into enemies who will always attack Alice at will.

Platform puzzles form a series of obstacles to Alice's progress - designed around the unique physical environment created by the stoppage of time. In one area, Alice jumps and swims upward

through suspended water droplets - their static behavior disrupted by her passing. In another location, levers and bridges are unfrozen by Alice's actions and presence - then refrozen as she moves away from them.



Mock Turtle is waiting on the path ahead, also frozen in time and place. As Alice draws near he unfreezes.

MOCK TURTLE

Oh, thank goodness you're here. My nose has been itching for what feels like a thousand years!" He scratches furiously at his nose.

ALICE

You again. Back to torment and bully me? I'm already getting enough trouble from other reptiles in these woods. And I'll make myself clear, there is no circus for me to return to. No lines for me to sing. My path is my own.

MOCK TURTLE

Hmh! That's good to know. You seem very… you. Much more than I was me, when you met the last me I'm sure. But then again, I'm as much me as I can be today. Are you certain you're you?

ALICE

What I'm certain of, given how ridiculous you are, is I can only surmise you are indeed the real Mock Turtle and not another lie. Be useful. Tell me what has happened here?

MOCK TURTLE

Am I? Sharp words, good thing I'm thick of shell.

It takes a lot to crack this one.

Mock Turtle taps on his shell with a flipper.

MOCK TURTLE

In regards to the environs; night fell and the sun never returned. The flow of time slowed and then everything stopped. Something is holding us all back. We must restore the natural flow of things. The Duchess might know how. She's far shrewder than I, and twice the appetite no doubt.

ALICE

Very well, we'll have to pay her a visit. Judging by my horrid memories, we might have to bring something else for supper, lest we find ourselves on her menu.

We PLAY as Alice navigates the timeless vale with Turtle in tow. He acts as a raft, assisting Alice navigate the areas and flow of water where she cannot alone. Along the way she encounters more combat sections with Chaos Creatures and more physical obstacles/ puzzles built around the unique behavior of time in this area.

Wherever Chaos is encountered, **squeals of pigs are hear**d, and the corpses of dead pig-man hybrids are found. The Pigs are torn apart, dismembered and slain, their body parts strewn about in overt displays of ultra-violence by the Chaos-consumed reptiles.

As Alice floats along the perilous streams, surpassing combat arenas and platforming sections, she will eventually glimpse The Shadow in the distance, tearing a pig-man apart on a tiny island. The Shadow is crying as she does so. Destroying blindly in her sorrow.

As Alice meets the tearful gaze of the Shadow, Mockturtle panics, and recoils in horror. Alice is flung from his shell. Crashing her head against a rock, Alice's body rag-dolls downstream through the rapids.

Her head above the flow, moments before Alice blacks-out entirely, she witnesses Mockturtle in the cruel grasp of the Shadow. He blubbers and struggles hopelessly, but is quickly consumed in a tangled mass of darkness as his scream fades into the sound of rushing water.

-

LEVEL 5 - ACT 2
VALE OF TEARS (DEPRESSION REALM) - THE DUCHESS'S COTTAGE
{Objective: Locate The Missing Fragment of BRAIN}

Alice's eyes open with a gasp. Darkness turns into light piercing from the canopy of the Vale of Tears. Alice has washed up downstream on the riverbank. Calm water laps at the edge, as she splutters and pulls herself to her feet. She has arrived in front of an odd cottage, emblazoned with pig effigies.

THE DUCHESS'S COTTAGE is surrounded by its own Bubble of Influence, time flows freely here. Pigs squeal announcing Alice's arrival, and the Duchess fiercely guards her cottage from within. Freshly dug graves, marked with hooves, snouts and curled tails are everywhere. The Cottage resembles a mausoleum. A place of death and mourning. Some pig bodies are in open coffins.

As Alice approaches, a cutscene plays out.

The cottage door slams open, revealing **THE DUCHESS.** She is in a mourning veil. Spittle flies from the Duchess's mouth as she screams at Alice.

THE DUCHESS
Back to finish the task are you? Slaughtering my children. Vile girl!

ALICE
No, you are mistaken, I only seek your knowledge.

THE DUCHESS
I do not share my secrets with murderers. Your chaos ends here girl.

ALICE
You have me mistaken. I do not want to hurt any children.

We PLAY as Alice is pitted in a **Mini-Boss Battle** against The Duchess and her Hoggish soldiers. The Pigs are not killed, only knocked back and onto their backsides in this combat encounter. They are plump, round and childish. Clumsy in their movements,

they roll onto their backs when defeated, kicking and squealing hopelessly. The Duchess attacks with a massive iron cleaver. From outside the cottage, and into the kitchen, the fight rages on. Once the Duchess is disarmed, Alice has her at knifepoint. A cutscene begins. The Duchess begins crying after the fight. Not because of the fight, but because of what she has lost.

THE DUCHESS

I had to make sure you were you, Alice. You fight with courage, not blind-fury.

ALICE

I fight for myself. And for the truth here. There are things I need to understand. Can you help me?

THE DUCHESS

This part of you feels that way at least. Your Chaotic other half must have been the culprit of my slaughtered children. Their bodies are still fresh in the ground…

The Duchess's eyes are sorrowful. She looks upon a twisted painting of herself, gleefully surrounded by hybrid pig children.

THE DUCHESS

I had to defend who was left, and I am unsure who to trust. I mourn their loss. Family is a terrible thing to lose. But, we must survive with the best parts of them that remain. Memory… can be kind. And cruel.

ALICE

I have no family. How does one endure such loss? What is the answer?

THE DUCHESS

I'm still not sure my dear. All I know at first, is that crying helps.

The Duchess explains to Alice that **Tears are restorative.** Crying helps. Alice needs to collect Tears from the purest source of them within the Vale of Tears, and bring them back to the kitchen. The Duchess can then cook them into a potion to restore time to The Vale.

We PLAY as Alice and her Rabbit navigates towards the direction her inner compass points her. An opening reveals a massive statue of Alice weeping. Tears flow from its eyes. This is where the purest tears are found. The valley in which it rests is protected by a massive sprouting of Talking and Singing Flowers. Defeating their gnashing teeth, and navigating the puzzles and platforming sections within the gardens of the Vale, Alice presses on.

Wandering up to the massive crying statue, and meeting its gaze, a cutscene begins. There is no sound, only a soft breeze as petals blow past. Seeing the Crying Statue hits Alice with a wave of emotion. Alice stares, and begins to shudder. Her breaths are short.

ALICE

…I miss you Lizzie…

Alice begins to cry.

ALICE

…I miss you Mum and Dad…

Deep, sorrowful sobs that drop her to her knees.

ALICE

…Why did you have to leave?

As Alice continues to cry, her tears fall freely, and she is transported back into the Slumber Realm…

-

(Slumber Encounter #7 - Sorrow)

Caterpillar and Alice speak again. Alice wipes her tears in his presence.

CATERPILLAR

Why do you cry, Alice?

ALICE

I still mourn them. I miss my family. **I still blame myself for Lizzie's fate at the hands of that monster.** My memories are full of torment. Even long after their deaths. The wounds still hurt. These memories from my Shadow I share. They are overwhelming…

CATERPILLAR

Memories can indeed still hurt. This is the source of her power. Moments frozen and revisited in time, immortalised in suffering. They feed her anger, sustain her rage. She's kept them close. She chooses to be fuelled by the ruin of her past. Manifesting and giving reason to the darkness and chaos that she now spreads.

ALICE

I've seen it. I feel it.

CATERPILLAR

Memories can be a powerful, constant source of suffering, if you let them be. Some are not easily forgotten.

ALICE

If I'm not supposed to forget them, what else can a memory be?

CATERPILLAR

Guidance, in your choices, Alice. There is always something to learn from our memories… Learning is remembering.

The scene fades and turns into the Streets of London. We PLAY as Alice follows the same memory of herself after being expelled from the **Houndstitch Home For Wayward Children.** The memory of herself that Alice watches is outside Radcliffe's home office.

We follow, as the Memory of Alice slips in through a window in the alley. Following behind, the scene plays out as Caterpillar narrates;

CATERPILLAR

She'd been here before - several times. Once to try to collect her Rabbit Doll, but your Shadow could still not find it. Radcliffe had hidden it. What purpose did he have for such a plaything? A plush rabbit. Now lost.

CATERPILLAR

Radcliffe, forever a cruel ward, treated your other half, as always, like an unwanted, unloved child. Controlled and manipulated. But no more.

Radcliffe's office is explored - Alice follows a ghostly apparition of herself, as she heads to the second floor. Caterpillar continues;

CATERPILLAR

In the past your other half had known something was off. In the way he talked. And how his eyes always diverted to something… something he held.

There's a door on the Second floor. We closely follow behind. Peering over her own shoulder. The door is locked but the memory of Alice quickly opens it.

CATERPILLAR

It was her fault. Always her fault. But tonight, she found out it was his.

Wandering into the room. All is silent. **Bar the tick-tock of a grandfather clock.** Bookshelves. Baroque paintings. Statues. Near the far wall, in the centre of the room, something on the desk catches Alice's eye.

Tick-tock.

Walking up to the desk. The object is cloaked in darkness.

Tick-tock.

Alice reaches to the item cloaked in shadows. As her memory does so, Alice shares the space with her memory. Gently overlapping and sharing her place with her memory apparition.

Tick-tock. She reaches her hand towards it.
Tick-tock. Tick-tock. **Tick-…**

And…

Screams of horror. A horrible amalgamation of **The Chaos** emerges from the shadows on the desk. Lurching, and squelching forward, the gigantic mass reaches out from Radcliffe's office and engulfs the Memory of Alice. Her scream is quickly silenced.

As Alice turns to run, the hallways shake as the shapeless monster pursues relentlessly. Alice desperately tries to escape, but is caught violently in it's fleshy grip. Alice falls under a massive, fleshy mass, and is horribly crushed. The scene and halls fall apart…

Smash cut back to…

Caterpillar atop his mushroom;

CATERPILLAR

She was not ready for the truth she found…

Alice is in front of the Caterpillar. Unharmed, but hyperventilating.

CATERPILLAR

…And neither are you. Not yet.

A waft of smoke, and…

-

LEVEL 5 - ACT 3
VALE OF TEARS (DEPRESSION REALM) - A MIND LOST
{Objective: Locate The Missing Fragment of BRAIN}

Alice arrives back in the Vale of Tears, clutching crystalline tears. After the tears are collected, Alice returns to The Duchess. A cure is cooked and Alice is equipped to restore time to the Vale of Tears.

Now that Alice has used her purest tears, time flows naturally in the Vale. Things are recovering all around her, and resuming their natural actions. Before she leaves, Alice addresses the Duchess.

ALICE

I've encountered horrors I do not understand. My heart aches and I've cried my eyes out. I guess there's still more to it than that?

THE DUCHESS

The horror will be understood, when you are ready. Your heart and your eyes have done their jobs, sweet girl. Next, using your logic and by focusing on the right pieces, a sound mind can handle the rest.

ALICE

It's time to find one then.

The Duchess explains;

The Cure must be taken to a fortress at the center of The Vale. This is where **THE BRAIN** is being kept by a **mysterious warlord.** Before Alice leaves, the Duchess gifts Alice with a new weapon. A **Peppercorn Grinder**, ornately carved, the weapon fires a gatling stream of peppercorns in rapid succession. It quickly overheats, but its secondary fire can deliver a massive, high damage, close-range buckshot blast. The reload time is slow, and its ammo cost

is high, but it can be devastating if shots are timed correctly between reloads.

We PLAY as Alice uses her inner compass, fighting across the Vale, to locate the Brain's resting place. Passing a previously blocked barrier, which was Frozen in Time, Alice enters the **SERPENT TEMPLE** where a cult of forest creatures, snakes and lizards gather to worship their leader.

-

LEVEL 5 - ACT 4
VALE OF TEARS (DEPRESSION REALM) - A MIND FOUND
THE THRONE ROOM OF BILL THE LIZARD
{Objective: Locate The Missing Fragment of BRAIN}

Alice battles her way into the temple and arrives in the main hall to find sat atop the throne: **BILL McGILL THE LIZARD.**

ALICE
This is quite the edifice you've constructed for yourself.

BILL McGILL
You and the others always looked down on poor little Bill, didn't you? He was a funny character. But I'm no longer playing that part. It no longer suits me to be small and meaningless. I can think clearly now. And I have realized that I have no limits. And none can be imposed on me. Even the Chaos obeys me now.

ALICE

There is more to power than just will. What of compassion and feeling? What of your friends? Your home?

BILL McGILL

Do you have that? Compassion? Ha. The self that needs to improve is the one that's doing the improving. You seek to destroy yourself and also maintain yourself at the same time. Look at where you point that blade of yours.

ALICE

I've seen enough destructive and violent ends, from her and from you, to know this power only continues a self-fulfilling dark cycle. I need to understand her. Just like she needs to understand me. Knowledge will serve me more than destruction.

Alice brandishes her blade.

ALICE

You have what I need to understand the truth. Hand it over.

BILL McGILL

I will never surrender this power willingly, Alice. Take it. If you can.

A bossfight with Bill takes place. Bill controls mind-bending and horrible hallucinations. Demons, horrors and Chaos infested creatures battle against Alice in waves. They are a distraction. Bill is invincible, but where Alice is able, she must sever his connection to the Brain. It dangles and floats teetering above him.

As soon as Alice severs Bill's final connection to the **brain**, he immediately reverts to being an idiot again, and call off the attack on Alice. He acts like he doesn't know what's going on, and is completely unaware of the carnage he's caused.

He is a sympathetic, friendly character towards Alice, and is not killed. As soon as he loses connection to the brain, he just assumes his dumb old Bill guise.

BILL McGILL

Thinking I knew it all got me in trouble more than admitting I was dumb.

ALICE

Towering confidence built on sound thinking is more precarious than a humble hut built on an empty plain. At least you learned a bit about yourself.

Bill hands over the brain to Alice without any hesitation, and leads them out of the area once Alice has the brain. He then waves goodbye to Alice and the Cheshire cat as if they've just left a tea-party at his house. He wishes them well and thanks them for stopping by.

As he does this, he realises he doesn't really know what to do next with his life. Oh well.

Alice has a momentary giggle, and then focuses. She has recovered **The Brain.**

Sunlight and time flood back into The Vale with Alice's passing. With time and The Vale restored, Alice returns to the Hall of Doors, heading back to Hatter's Domain.

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INTERMISSION (HUB-WORLD)
MAD HATTER'S DOMAIN (BARGAINING REALM) - HATTER'S WORKSHOP
Tick-tock.

Alice steps from the Hall of Doors and quickly makes her way to Hatter's Workshop. There she returns the Piece of Champion #3 **(BRAIN)** and is allowed a chance to equip items, upgrade weaponry, or restock weapons and supplies. Hatter is busy tinkering away, it is unclear what he is working on. He offers new upgrades and inventions for Alice's perusal, in exchange for Prima Materia Alice has collected on her way. Hatter never looks up from his work.

As Alice turns to leave, Hatter stops her.

THE HATTER
Oh, Alice, all that frozen time got me thinking. Time is not something we can control, but freezing itself, there might be something else to that. Depending on your nature, we all have three base responses to animalistic instincts when faced with dire threat.

ALICE
You think of me as an animal Hatter?

THE HATTER
We are all slaves to our base instincts, Alice. What's yours? Fight? Flight? Or Freeze… perhaps.

He reveals a new contraption from his work bench. Gleaming with frost, a magnificent **ICE WAND.**

THE HATTER

Observe.

Using the wand, Hatter blasts a tick-tocking mechanical tea-pot from across the room. It is frozen in place, encased in a rapidly forming cube of ice, perfectly akin to the trapped robot's size within. It's single eye darts frantically from side-to-side, until it steams, and melts away the ice. Disgruntled, it shakes it's spout accusingly at Hatter.

HATTER {TO ALICE}

I already know you have a handle on fight and flight, Alice. Freezing might not be in your nature, but perhaps it can find a place in your arsenal instead.

Hatter gives Alice the weapon.

HATTER

Feel free to hone your skills with it here before moving on. Just don't freeze the tea for god's sake. "Iced tea." HA! What a mad abomination.

Alice leaves Hatter to his workbench. He explains that he will need time to continue his work.

Alice is free to train with the Ice Wand if she chooses. Freezing enemies into cubes, she is able to shatter them, incapacitate them or push the ice blocks around on a limited axis for a short while, before they melt. The cubes themselves offer step-up platforms, cover, and can be used as weighted blocks. Heat affects them, drastically reducing their time frozen.

The Ice Wand also has an alternate fire mode. It can be used as an ADS (aim down sights) single fire "sniper" styled bolt weapon, triggering from a first person perspective, and with Alice immobile as she aims, the Ice Wand can fire a single, high damage shard of ice, that can pierce, and skewer a line of enemies if the shot is true. Slow to fire and using a large amount of mana, the alternate fire mode cannot be exploited. It is high skill, high risk, and high reward.

Glancing at the Chaos Clock in Hatter's Workshop is nearly consumed by Chaos. *Tick-tock.* **Time is short, and Only 2 Moons remain.**

Prepared for the next adventure, Alice is still uncertain she has everything she needs. **Consulting her inner compass, it now shows nothing but Darkness.** Alice resolves to seek out her Shadow, and the Truth she could not comprehend, before time runs out. Following her compass, she returns to the Hall of Doors and…

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LEVEL 6 - ACT 1
THE CATACLYSM - AWASH IN A BURNING SEA OF NOTHINGNESS
FLOODING & BURNING LONDON

Alice steps from the station into a broken and confused cityscape. **THE STREETS OF EAST LONDON** snake out before her in large chunks of floating blocks - a mix of flooded and burning buildings suspended - some upward, some downward - under a black winter sky. Snow and ash fill the air. Water floods the streets in many places - suspended in air between the empty abyss in between the islands of buildings.

This is where the final piece of the puzzle will be revealed in **RADCLIFFE'S OFFICE**… if Alice can find it.

We PLAY as Alice navigates the scene heading towards the direction indicated by her Inner Compass. Along the way, she encounters a variety of Chaos Creatures and London Citizens who attack and taunt her. Navigation between the islands of buildings requires a combination of climbing-jumping-floating and running-swimming-

fighting. Some buildings exist in down-is-down gravity; and some in down-is-up gravity. So jumping up can result in falling down, depending on where Alice jumps from.

THE CARPENTER is found on one of the islands, frantically repairing a ramshackle dike built of stone and wood.

THE CARPENTER

We must not let London sink, my dear! Civilization is all that stands between us and the consuming chaos. Build! Fix! Build! Fix! Maintain the order or we're all doomed!

ALICE

There hardly seems any point. This entire place is either on fire or beneath the waves… and whatever else still stands is broken beyond belief.

THE CARPENTER

Exactly, child! Belief! Belief is what keeps us going despite the burning fires and the rising tides. Belief - that doing something is better than doing nothing. Even when we all fail in the end. Better to have died trying than lived idly, I say!

Carpenter: "Speaking of idle… don't just stand there wasting breath. You've got to help me empty the seas before he returns! The requisite Valves are in the lower levels of the nearby buildings.

ALICE

Before who returns? Don't you mean she?

CARPENTER

He! The portent of doom. The scion of chaos. That big blubbery bully. The Walrus! Your other half has already consumed him. His hunger is insatiable! Go now! We don't have any time to waste!

We PLAY as Alice and her Rabbit navigate the nearby buildings following her Inner Compass to the Valves in the lower levels. Along the way, she must fight an onslaught of Chaos Creatures using

her weapons and the environment. The buildings in the area float and shift dramatically - making it so London (and the necessary location) present themselves to Alice as each previous area is overcome.

In sequence, Alice visits **HOUNDSTITCH THE HOME FOR WAYWARD CHILDREN** (Bumby's notebook); **RADCLIFFE'S OFFICE** (The Dark Records).

We PLAY as Alice jump-floats from building to building, finally arriving at the **HOME FOR WAYWARD CHILDREN.** The building sits upon its own floating island with the wrecked remains of the nearby neighborhood dangling and floating in the surrounding air. The lower levels of the building are flooded while the upper level is on fire. Ghostly visages of children continue to sing, dance, and play inside the area - oblivious to the chaos around them.

The building design forces Alice to enter through a sub-basement area and fight her way up. This section is flooded and the pools of water contain spectral hands that reach out to drown Alice at every turn. Here she finds the Valve and turns it - causing the water to drain away. This blocks her ability to exit via the way she came so she continues upward.

Into the main floors of the building, Alice passes orphans, caretakers, and adults in scenes from the past - attempted adoptions; children playing games. The second floor of the building, leading to Bumby's office, is on fire. Alice navigates and fights her way through this to arrive at the door of **BUMBY'S OFFICE.** Entering Bumby's Office triggers a flashback.

-

(Slumber Encounter #8 - Reap What You Sow)

We PLAY as a ghost of Adult Alice climbs through the window and tiptoes to Bumby's desk. Adult Alice finds a journal and skims through it. **The journal is the same that the monstrous Bumby apparition carried in Alice's previous encounters with him.** A simple, elegant book, it is made of pale leather that resembles fine skin.

It reveals Bumby's childhood past - a brutal existence under a controlling and vindictive father. We jump to a series of flashback scenes: Bumby's father beating his wife; child Bumby frantically cleaning the bloody floors; rooms filled with dead animals and the tools of a taxidermist.

It provides an explanation - but not an excuse - for the existence of Bumby's evil.

The scene ends and Alice is back in The Home For Wayward Children.

-

LEVEL 6 - ACT 2
THE CATACLYSM - LEDGERS ARE DUE
FLOODING & BURNING LONDON

We PLAY as she exits the building and continues to follow her Inner Compass to the next Valve.

We PLAY as Alice jump-floats from building to building, finally arriving at **RADCLIFFE'S OFFICE.** The building sits upon its own floating island with the wrecked remains of the nearby neighborhood dangling and floating in the surrounding air. The lower levels of the building are flooded while the upper level is on fire.

The building has a special cloud of Chaos Creatures around it - an additional layer of protection that indicates something special inside.

Alice jump-floats to the roof of the building and fights her way down. On the second floor, we again face **THE DOOR** - and see it open to a room full of bookshelves, paintings and statues. Tick-tock. Entering the room triggers a series of flashbacks.

-

(Slumber Encounter #9 - He Knew)

Tick-tock. The previous memory of Alice entering Radcliffe's office plays out. Only this time, Alice does not have a memory apparition of herself to follow. She is alone.

As the grandfather clock ticks, Alice approaches the desk, she calmly reaches out her hand to take hold of the wicked dark mass swirling in front of her.

As before, **a monstrous, shapeless beast of Chaos** begins to take shape, engulfing the room before Alice.

Alice does not react, or flinch. With her heart, eyes and brain focussed, she is in control.
Opening the palm of her hand, and focussing on the shapeless Chaos, it's form dissipates, shrinks, then retracts entirely.

All that remains, clasped in her hand is; **a small, leatherbound, black book.**

Alice opens the pages to find "**bills of sale.**" Pages and pages of sad photos of children, with their names, monetary sale worth, defining features, and the names of the buyers. Each child is numbered and listed like livestock.

As Alice recoils in horror, she watches as she is surrounded again by numbered dolls. They do not dance, they do not sing. They only stare.

As Alice walks towards them, the dolls recoil, cry, and run away and hide.

We PLAY as a grim game of hide-and-seek occurs. Following their cries, the dolls will guide Alice to their location. When she opens the cupboard they hide within, or looks under the bed they cower beneath, Alice will meet the gaze of familiar children from The Home For Wayward Children. When she finds them, they scream out, and fade to dust. They are all terrified, or crying. Each time Alice finds a child, she becomes more and more agitated and panicked.

ALICE

No please! I want to help you!

When Alice locates the last child, which turns to ash, all is silent. No more cries. Only deathly silence.

A cutscene plays: Shadow Alice will appear. She is sitting by a window sill, staring out into the void of night.

THE SHADOW

You see why I do what I must. The truth is not just in our suffering, but also theirs. These monsters of Radcliffe and Bumby, have sold off these innocent lives like livestock. They must be punished. That pig will pay with his life.

ALICE

If you kill Radcliffe, there will be nothing left in you! We will suffer his fate. You are so far gone. Bumby is already dead and look at you! You walk his same path! He still infects you!

The Shadow roars;

THE SHADOW

No. I will end his path. These men MURDERED OUR FAMILY. KILLED OUR SISTER. BURNED THEM ALIVE. THEY STOLE EVERYTHING FROM US!

The Shadow is enraged. The memory scene around her pulsates and cracks as she screams.

THE SHADOW

And you. You willingly stand in my WAY! There is nothing left to save. It’s all GONE!

Alice desperately tries to reason with her shadow self.

ALICE

We are here. We… might be worth saving. We’re still a part of our family. You are worth saving. Don’t do this. There has to be another way.

The Shadow pauses, and assesses her other half. Through mounting

tears;

THE SHADOW

No. I will do what must be done, as I always have.

The scene begins to ember and warp, melting and cracking as the Shadow's anger burns.

THE SHADOW

Radcliffe dies

The scene ends in a swirling vortex, and Alice is pulled back to the Cataclysm…

-

LEVEL 6 - ACT 3
THE CATACLYSM - STARING INTO THE ABYSS
FLOODING & BURNING LONDON

Alice returns to The Carpenter to report her success in turning off the valves. But it's too late. Chaos overflows. The Walrus and The Carpenter are there - both consumed by Chaos and made into Giants. They dwarf Alice in size. What follows is an epic Boss Battle across the Cataclysm in which Alice must defeat the crafty duo while hopping between the flooded-burning ruins of East London. As the buildings are destroyed, there's nothing left for anyone to stand on; and the Walrus and Carpenter are left drifting in empty space.

Alice watches their bodies float into the void. Reaching out to Carpenter, she knows she has lost another friend. She mourns.

ALICE

How much do I continue to lose in this darkness…

We PLAY as Alice hops and floats back to the Hall of Doors…

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A FINAL INTERMISSION (HUB-WORLD)
MAD HATTER'S DOMAIN (BARGAINING REALM) - HATTER'S WORKSHOP
Tick-tock.

Alice steps from the Hall of Doors and quickly returns to Hatter's Workshop. Alice now knows the secrets of the darkness, and what has created it.

Hatter is in a distant state of mind. He explains; **Only 1 Moon remains.** *Tick-tock.*

The chaos clock in Hatter's workshop is nearly completely consumed by the shadow. Everywhere Alice looks in his workshop, darkness is seeping in, through window sills, under doorways. All other entrances and exits from Hatter's workshop are blocked.

Alice has everything she needs. All that is left to do is complete Alice's quest and assemble the fragments she has collected and find her way home.

Hatter reveals a sarcophagus, emblazoned with winged beasts. A mighty Gryphon is carved on its hull.

A final puzzle to solve; Hatter and Alice lay the pieces she has collected into a stone slab with numerous apparatus and machinations. The Eyes, Brain, her inner compass, and tears, all slot into place. In the end, the puzzle cannot be completed. After all other puzzles are solved, a secret panel presents itself. A single, heart-shaped slot remains empty.

The final slot of the puzzle; **the clockwork heart**, is still beating within the rabbit.

A cutscene plays;

A pause. Hatter reaches for the rabbit, as Alice's tiny friend shudders in fear behind her.

ALICE
No don't!

Hatter stays his hand. His voice is stern but steady.

THE HATTER
This might be a difficult choice Alice, but this piece is required. If we do not have the heart in the right place, what we create to get you home will be without one. I cannot guarantee your success, your safety, or what comes next, without it in place.

Tick-tock. Chaos is barely restrained at every crevice of Hatter's laboratory. It is overflowing.

Hatter continues;

THE HATTER
We are out of time.

Alice looks down to her rabbit, and to the machines, and to Hatter. Her eyes land on her tiny friend. Hatter awaits Alice's choice, as she turns to address the scientist.

ALICE
…my heart is exactly where it needs to be. With or without one in place in the machine, I know we'll face whatever comes next, together.

Hatter smiles.

The Rabbit hops in a circle around Alice. He hugs her boot

HATTER
So be it. Sounds like you indeed have enough heart to spare.

An engaging click and a whirr, as heavy gears churn and spark, initiating the machinery in Hatter's laboratory. The sarcophagus glows, the power sparks surge from white, to red… **then green.**

Hatter furiously tries to operate levers and keep the wild sparking power controlled within. The winged griffin effigies on the sarcophagus change and morph to… something else.

Still winged. But wicked.

Horrible, snarling, beastly noises are heard from within the

sarcophagus. Smoke streams from its cracks.

The Chaos Clock chimes. **Time is up.**

As chaos seeps in through the walls, Hatter calls out to Alice.

THE HATTER

Bold choice Alice. I hope you certainly are ready for what you are about to face.

Before Alice can react, he holds up his hand.
He continues;

THE HATTER

No time to waste. Good luck Alice. **If you tame and defeat what's to come, you'll find your way home.** I'll hopefully see you both again… in another time perhaps.

Alice smiles warmly at the scientist.

THE HATTER

Speaking of time, allow me to buy you some more.

Hatter suddenly pulls a lever, a moment before we witness him become consumed in a gurgling mess of black shapeless tentacles. His scream of anguish is cut short as **he is consumed by Chaos.**

A moment passes, then a massive gear is heard churning. It chunks into place. The area of Hatter's Lab containing the sarcophagus, Alice and her Rabbit, shoots up through the open roof as sheet lightning flickers overhead. Heavy rain pours, and lightning continues to snake across the skies of Wonderland.

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LEVEL 7 - ACT 1
THE WAY HOME - WINGS OF STEAM

Alice, her rabbit, and the sarcophagus are now outside the lab on a giant rooftop platform, high above the laboratory. High in the sky on the perilous platform, a scene of decay, ruin, and rot has spread across all of Wonderland. Between flashes of light, it is revealed that Wonderland is now fully consumed by Chaos and

Shadow, as far as the eye can see.

We PLAY as Alice approaches the sarcophagus.
As she does so, the **JABBERWOCK** emerges from Hatter's machination.

The Jabberwock's flaming eyes lock onto Alice, his enormous frame engulfs Alice in shadow as he moves forward. Rain steams as it hits his body. Brandishing her blade, Alice is ready for a fight. Her Rabbit stands by her side.

The Jabberwock snarls and unfurls his massive wings.

JABBERWOCK
Ask yourself, Alice. What good is a heart…

With a reflex as fast as the lightning that cracks around them, the Jabberwock knocks Alice to the ground then snares the Rabbit in his claws.

JABBERWOCK
…when it can so easily be broken?

Alice can only watch and scream as the Jabberwock ruthlessly tears out the heart of the Rabbit. The Rabbit's tiny soggy body writhes

in his claws, and both the heart and the Rabbit's body are eaten by the Jabberwock.

Alice screams in fury, and rushes toward the gigantic beast, blade in hand.

We PLAY as Alice engages the Jabberwock in a fierce Boss Battle atop the platform of Hatter's Laboratory. As Alice lashes out, the Jabberwock will cruelly taunt her, and mock her attempts to defeat him. The Jabberwock is fearsome and a vicious opponent. He will attack with razor-sharp claws at close range, and rocket flame blasts from his gullet at a distance. Capable of a wide range of attacks, and ambushes, this is a difficult fight for Alice.

Lighting plays a key factor in keeping a visual lock on the Jabberwock. It will be darkly lit, while heavy rain will obscure Alice's environmental view periodically. During these times, the Jabberwock will only be visible by his flaming eyes and fire blasts in the sky.

Memorizing his attack patterns, spatial awareness, advanced combat, reflex, parrying timing, and attacking weak points will be key in defeating the Jabberwock in a multi-phase combat encounter. As Alice fights the Jabberwock, his form will gradually be overtaken by Chaos, sprouting from inside him. The fight will culminate in a desperate last-stand attack.

The Jabberwock will pin Alice to the ground and attempt to eat her whole. As he does so, Alice will have to slice his neck at the last moment, lest she is consumed.

A cutscene plays at the end of the encounter. Rain now falls gently. His throat bleeding, and Chaos seeping from his wounds, the Jabberwock stumbles back to his knees. He splutters as he laughs.

JABBERWOCK

Through the fire, your memory, and suffering. You still fear me.

ALICE

Fear be damned. Vile beast, you will not stop me from finding my home.

JABBERWOCK

Stop you? Alice, the darkness in you has already won. Look around. There is nothing left to save. Your hope blinds you. Your heart weakens you. And your home?

Rain falls as the Jabberwock's laughter continues to splutter.

JABBERWOCK

Your true home was lost the moment you failed to save your family. You may yet find sanctuary in the truth of your own darkness. It still calls to you. That is where your journey ends. In darkness. I know it…

ALICE

No, I am not only my Shadow. I am more. And I will not listen to your wicked words.

JABBERWOCK

Listen or not, you cannot deny the truth in them. No matter how hard you still hopelessly kick and flail. You are being dragged to your inevitable doom, Alice. It is only a matter of time before you drown beneath the waves of your own torment.

ALICE

No. Your torment will be paid in full for killing my friend.

The Jabberwock matches Alice's gaze. Hers is fiercer.

JABBERWOCK

It appears, darkness has already found a home in you Ali-

The Jabberwock's words are cut short as Alice drives her blade through his skull.

As his flesh falls and turns to ash, all that is left of the Jabberwock is his colossal skeleton and Alice's blade.

We PLAY as Alice examines the remains of her opponent. Something writhes where the Jabberwock's stomach once was.

As a pile of guts melts into ash, and blows away in the breeze, the badly damaged body of the Rabbit is revealed, sprawled on the ground. Kneeling down beside her dead friend, Alice holds his body, and notices the Heart is in place within his chest.

The Rabbit wiggles weakly in her arms, and hugs her back. He is alive.

Chaos seeps across the edges of the platform, encircling Alice and her Rabbit.
As the bones of the Jabberwock flit and turn to ash, the flakes turn to snow.

The platform morphs, as Alice and her Rabbit hold hands.
The scene around them shines, warps and bleeds into a brilliant white light.

Snow falls heavily as a disembodied voice utters;

???

…Welcome home Alice…

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(Slumber Encounter #9 - Truth)

Through a cloudy transition, Alice and her Rabbit enter Slumber and find themselves in scenes last seen at the start of the game **- a snowy British countryside with Alice's family home in the distance.** It is a starry night but there is no moon in the sky this time.

ALICE
My true home? I've been here many times before. What have I missed…?

We PLAY as Alice runs across broken floating islands in the Slumber realm. Her Rabbit plush leads her through an environment that is broken, unstable, and tremors sporadically.

Chaos seeps in through every crevice. This world is dangerous and breaking apart, the Chaos has followed Alice here. They head towards a rising plume of smoke in the distance.

Advanced platforming, spatial timing, and environmental puzzles, as well as high stakes combat encounters with Chaos are solved in quick succession to progress.

We PLAY as Alice makes her way through scenes in the Slumber Realm towards the goal of meeting with Caterpillar. She arrives at the place where his mushroom sits.

It is terrifyingly still and silent. Alice and her rabbit are alone.

As Alice approaches, a cutscene begins. A familiar silhouette in the darkness the figure turns. Alice is stopped in her tracks. She is face-to-face with **THE QUEEN OF HEARTS.**

Her grotesque form is exactly the same as the Manipulator Alice faced in the Throne Room.

Alice draws her blade.

ALICE
Where is Caterpillar!? What have you done with him?

Alice demands.

The Queen's large eyes narrow on Alice. Her booming words are measured, regal, and dripping with power.

THE QUEEN OF HEARTS

I've been waiting for you girl. Welcome home, indeed. Never on time, always late. Somewhere else to be. Hopelessly lost in your curiosity and imagination.

The Queen focuses on the vorpal blade;

THE QUEEN OF HEARTS

Until you found that blade. You carved quite a path, Alice, led by your blade and curiosity…

ALICE

Enough of your lies! I've already driven this blade through your neck once. And I'll do it again.

We PLAY as Alice fights the Queen of Hearts in a Boss Battle. This is a reprisal of the first fight of the Manipulator Queen. There are key differences in attacks, patterns, and all attack openings are now different. The encounter plays with your expectations, offering unforeseen twists that require new approaches to best the encounter. After a fierce and complex battle, the encounter ends with the Queen at knifepoint.

A cutscene begins.

Alice closes in on The Queen.

ALICE

This is all your fault!

The Queen holds out her hand to signify "stop!", and smiles warmly.

THE QUEEN OF HEARTS

Yes, Alice, it is.
I've always been harsh, but I've only tried to do what was best for you…

Red, fleshy tentacles swarm about. The same as what appears whenever Alice has “died” or failed in-game.

THE QUEEN OF HEARTS

When you have fallen, I have picked you back up again.

The Queen’s skin begins to peel away, falling aside. Split from the base of her crown, down her body, her flabby, disgusting skin gracefully sheds like a hollow cocoon.

A beautiful woman, clad in deep red flowing robes emerges. She has the pale face of **ALICE’S MOTHER.** Alice has encountered the memory of her dead Mother.

ALICE

Mother? No! This is another of your tricks. An illusion.

Alice points her blade.

ALICE

You stole Hatter’s mind, and enslaved him into doing your bidding…

ALICE’S MOTHER

Stole? No dear girl. I kept it for safekeeping. Take it, you will have use for it yet.

Alice’s Mother reaches into a **metallic statue of Hatter’s head.** She pulls out a new shining, beautiful clockwork brain. She hands **HATTER’S MIND** to Alice. Alice is bewildered by the kindness.

Alice’s mother speaks in an elegant, familiar manner, explaining;

ALICE’S MOTHER

This is the last time we will meet here. The most valuable lessons we learn are also the most costly Alice. And this has been the costliest of them all.

ALICE’S MOTHER

You embody the parts of yourself that are still

entwined with hope. Playful. Kind. You are the light in your own darkness. And you are getting brighter.

Alice's Mother looks warmly at the Rabbit, and smiles.

ALICE'S MOTHER

And I see your curiosity is also still intact.

Patting the rabbit on the head, the memory of Alice's Mother continues.

ALICE'S MOTHER

Years ago, the horrors you faced… when we found you, lost and alone, we had no choice. We locked you away. To protect you. And then to prepare you.

With a gesture of her hand, Alice's Mother summons older memories Alice has seen or experienced in previous Slumber encounters. The memory of the Child being repressed by the Shadow in the Asylum appears.

ALICE'S MOTHER

You were split at your core Alice. A survival mechanism. Severed, and left behind. The other part of you continued your fight alone and drew strength from your anger. That anger was strong, and it carried her forward. She survived and overcame extremely difficult obstacles.

Memories of Alice's adventures in AMA and AM:R play.

ALICE'S MOTHER

Now, her anger and despair have in turn been infected by the very darkness it sought to destroy. A ruin. A plague that has been transferred to your other half by the process of eliminating it. Your Shadow… she grows stronger by the moment. Her fury has very nearly consumed every part of you.

Memories of Bumby being pushed in front of the train flash past Alice and her Mother. Alice's Mother walks towards the memory of Bumby, closely examining the frozen facial expression on Dr. Angus

Bumby's face, moments before he is killed. She curls her lip and bares her teeth in anger at Bumby. She is disgusted by him.

She turns back to Alice.

ALICE'S MOTHER

That Darkness has destroyed this place. It has almost won. We are on the knife-edge of this precipice. Darkness always begets more darkness.

Alice's Mother waves her hand, and we now see a new memory. It is recent. In London. **An adult Alice Liddell has Radcliffe at knifepoint.** He is cornered up against bookshelves. Alice is threatening to kill him, he begs and pleads for his life, but the Alice in the memory scene is obviously consumed by Shadow. Her eyes are swirling, lightless voids. The knife is pointed at his neck. Tick-tock.

ALICE'S MOTHER

This is the culmination of her rage. That darkness manifested. Without my control, or your conscience or kindness. The scales tip directly into the abyss…

ALICE'S MOTHER

She needs your help. If she kills again, there will be nothing left to save. You are the light that can guide her through the darkness. You must save her.

Alice's Mother turns away from the memory, and the scene around them shifts to the interior of Alice's family home. The first scene from the opening of the game. Lizzie and Alice are sitting at the table wearing their rabbit masks.

The black birthday cake is there - candles shining bright. Wax drips. An "Eat Me" tag hangs from the side of the cake. Chaos is now visibly seeping into the scene through the windows of the house.

Alice's Mother continues to address Alice.

ALICE'S MOTHER

This is where your torment was born. In fire and

pain. Grow from that pain Alice. Be more than that pain. Our time of protecting you against yourself here, has come to an end.

A new voice. A man's.

???

The lessons we have taught you will guide your way.

ALICE

We?

Alice replies, turning towards the new voice.

As Alice turns to watch, the skin of the Caterpillar sloughs and falls to the floor. The memory of Alice's Father emerges and kneels down beside the child, as he has done in memories prior.

ALICE'S FATHER

We have taught you everything you need to know. Guided you, and kept you as safe as we can. You've had to learn some very difficult lessons. You've taken a few tumbles. But here you are. The choices you now make will be yours alone Alice. You will know how to make the right ones.

Alice, overwhelmed, embraces the memories of her Mother and Father.

MOTHER AND FATHER

We're so proud of you, Alice.

The walls of the house are ripped away. The ceiling is torn open. Giant tentacles and black Chaos swirl everywhere. Alice's mother and father are wrapped in tentacles and lifted into the void.

Alice runs to the cake and eats a handful of its thick mass.

As a tear falls down the child's cheek, her brow furrows, and her gaze turns into a powerful, focussed fury. Alice screams as the sky begins to crack around her.

Triumphant, Alice's size grows and grows as she shatters the layers of her confines. She is growing up. She has learned.

Turning to share her victory, Alice looks back only to see the memory of her Mother and Father smiling back at her, peacefully. They are still and silent. Alice's eyes tremble.

We then watch as The Shadow cruelly and swiftly consumes the memory of Alice's dead Mother and Father. Bloody ruined tentacles and body parts are strewn into the Abyss.

Alice and her Rabbit fade into the red light, as she screams soundlessly.

-

LEVEL 8 - ACT 1
UMBRA LAND
[Sonata No. 14 "Moonlight" in C-Sharp Minor, Op. 27 No. 2 III. Presto agitato]

Silence. Darkness.
Then the haphazard rattles of a precariously balancing porcelain tea set.

THE MAD HATTER watches as a Snow Globe with an ornately carved Mock Turtle base, shakes itself from his table, and crashes to the floor. Alice emerges quickly from within the shattered glass clutching her white rabbit.

Her eyes are closed, like she is sleeping. Tears are salted dry on her cheeks.

THE MAD HATTER
Oh, there you are. Finally, I've been expecting you two. TEA?

His familiar, jittery voice awakens Alice. The Hatter shoves a filthy overflowing cup of darjeeling into the Child's face. He is no longer his calm, measured self. This Hatter is very clearly, quite mad.

Alice and her Rabbit find themselves on the floor in Hatter's Workshop, but it is grimier and filthier. Where there was once pristine equipment, now sit jagged edges, rusted springs and derelict machinery. Chaos is seeping into this workshop

everywhere. Shards of the shattered snowglobe are strewn about on the floor besides Alice.

Endless vortexes swirl in the air through the windows outside. Darkness reigns. Examining the tiny broken snow globe on the floor, Alice then wipes her tears, and addresses Hatter.

ALICE

Hatter? What are you doing here? I saw you…

THE MAD HATTER

Die? Be consumed? YES REMARKABLE.

Hatter yells excitedly.

Alice places a hand on Hatter's forehead. He is clearly mad, and not his calm self. He jitters as his facial expression tightens into a grimace of pain. Alice reaches into her pockets and produces **HATTER'S MIND**, given to her by her mother.

ALICE

Let me help you.

Hatter takes the mind, assesses it, then allows Alice to help him, as they place it in an open cavity in his skull. His expression and demeanor change as he calms.

THE HATTER

A-lice… yes. Thank you. That was me. It was "a me". You're me. In your Wonderland. Quite a sad chap really. He did die. But, he didn't quite take to the idea of being a fragment within a fragment. A bit more sad than mad I deduce.

But he served his purpose. And now, here you are. To serve yours.

ALICE

What purpose, Hatter?

THE HATTER

This wonderland is now yours too, Alice. The other parts of you have already made it a world fully consumed by darkness. Your own darkness rules

here, as it now does everywhere…

Hatter looks at the vortexes outside with an indignant huff.

THE HATTER

The plan was mine. Long ago. Wonderlands within wonderlands. Something as simple as a snowglobe was the stage. Thank your ingenuity Alice. I saved you, I found the BEST in you that was left behind. I built the glass walls that kept you safe. The only you, that can possibly defeat this horrible NEW you. And that you has become rather a bit of a problem. For, you see -…

Hatter's words are cut short as he begins to shudder. A dark blade protrudes from his pierced gut.

THE HATTER

-well that's a pity…

Hatter utters as he collapses.

His body falls into a bubbling pool of shadow, and he is consumed. Shadow Alice now stands in front of her child self. She speaks, words dripping with spite.

ALICE

What are you doing? He meant no harm!

THE SHADOW

But I do. I meant him harm. As I intend my harm to others. Destruction serves. I need nothing to stand in my way. And, you are all that is left.

Alice brandishes her blade against her dark shadow.

ALICE

I do not want to fight you.

THE SHADOW

But you will… and you must.

The Shadow walks in circles around Alice.

THE SHADOW

Choose. Choose what I want. It's what we want. Radcliffe deserves to die. This childish Wonderland and our false escape from our reality. It no longer serves us. It deserves to die.

ALICE

No. If they die, so do we. I won't let you burn our darkness onto others. We can be more. There has to be another way.

The Shadow laughs as she swipes at Alice with a clawed hand. The attack is met with a parry from Alice's Vorpal Blade.

THE SHADOW

There is no other way. Your choice is to join me in darkness, or die in it.

We PLAY as a **Final Boss Encounter** plays between Alice and her Shadow self. The walls of Hatter's laboratory blow apart, as the battle occurs in a fully corrupted and wickedly dark Wonderland. A vicious and desperate high-stakes fight takes place. Alice employs all her weapons and skills, to defeat the Shadow.

Alice and her shadow not only fight in a battle of swords, but a war of words. The two sides of Alice's psyche will justify themselves to one another. Offering hope, despair, chance, and absolution in equal measure. They fight with brutal abandon and desperation against one another.

As the fight ends, with a scream of rage, Alice swiftly and brutally runs the Shadow through with her Vorpal Blade. A cut-scene plays; The Shadow appears to be dead, impaled on Alice's blade. As the Shadow coughs black ruin from her mouth, her limp body slumps forward onto Alice.

Alice's gritted teeth and fury quickly turn to shock. Alice is panicked;

ALICE

No, no, this isn't what I wanted…

The Shadow laughs between coughs.

THE SHADOW

Don't you see? There is still darkness in you. **YOU CAN'T LET HER GO. No more than I can. You're still just as guilty for her death. She binds you to me.** You are me. I am you. And now, we two are one…

The Shadow's darkness seeps forth from the pierced wound and begins to consume Alice. The Shadow absorbs Alice. Her clawed hands close tight around Alice's body. As thick ruin engulfs Alice, in a flash of darkness, the Shadow opens her arms to reveal Alice is gone. She has been taken into the Shadow-Self and consumed.

-

LEVEL 8 - ACT 2
HEARTS OF DARKNESS

We now PLAY as Shadow Alice.

As her new form coalesces into being, Alice's Vorpal Blade bleeds and morphs into a massive, **RUINOUS UMBRAL SCYTHE.** A new weapon of terrible power, it is a devastating room-clearing offensive tool overflowing with darkness. What follows is an introductory sequence that trains Alice in its use.

Carving through and dismembering enemies in a flurry of combo attacks at close range, the Scythe can also be thrown and boomeranged back to Alice's grasp, cutting down crowds of combatants.

The weapon can also "reap" enemies. Sprouting tentacles of Chaos, this ability allows the fast replenishment and overcharging of Alice's passive abilities. We PLAY as Alice uses the Umbral Scythe to eviscerate entire crowds of enemies in wide arcs of darkness.

All of Alice's abilities are now radically enhanced. All regular attacks now deal incredible damage, and key parts of the environment around her can be destroyed. Certain blows from Alice will now shatter through the scenery, destroying environments and characters alike.

Alice is now able to rapidly teleport in and out of the shadowy miasma that follows her steps.

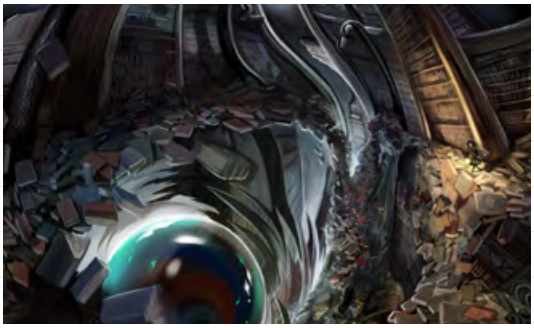
Across familiar Wonderland locations, the Shadow pursues her mission: To wipe out the remaining major inhabitants of the old Wonderland.

What follows is a sequence of “murder tourism” where Shadow Alice, at the peak of her power, cuts through the remaining layers of Wonderland, bringing shadow and darkness everywhere she goes.

She visits The Vale of Tears, Queen’s Domain, Skool, and other places - murdering new imaginings of The Mock Turtle, Bill the Lizard, the Queen of Hearts, The Hatter, The Cheshire Cat, the Insane Children, and anything else that formerly brightened her path.

Familiar characters are now marked as enemies and are hunted in quick succession. Some will beg and plead for their lives. Others will try and reason with Alice until they are prompted to be killed in scripted displays of ultra-violence. Some defiant characters will put up a fight, but they will be quickly overpowered and ripped apart if they dare face Alice’s fury.

As Alice’s murder-spree continues, with each kill, black holes of swirling voids will manifest. These void portals allow quick travel between scenes of Wonderland. Some inhabitants will try to run and escape through these holes, and hide in new areas. Shadow Alice will pursue them. Objectives are only met and progress granted by the deaths of anyone left in Wonderland.



Each death makes Wonderland darker, and darker. As voids overtake Wonderland, space by space Alice snuffs out every light in the world.

Rather than fight directly, some will offer cruel commentary in the conflict unfolding, until they are obliterated outright.

We PLAY until Shadow Alice achieves her goal. No one remains except… The Plush Rabbit Toy.

After Shadow Alice locates the Plush Rabbit, the last objective, a final cutscene plays:

Shadow Alice and the White Rabbit Plush are alone on a floating island in an abyss of darkness. There's nothing left of Wonderland or its inhabitants. She walks toward the Rabbit, her blade in hand. The Rabbit trembles soundlessly. He has nowhere to run.

SHADOW ALICE

All these memories are a constant knife through my mind. Each rippling across an ocean of grief. Waves from distant shores crashing relentlessly, driving me mad. So many questions - even after they are answered they still bring pain. Why?

At last, pure silence. No more memories. No more faces. No more obstacles to overcome. No more questions. No more curiosity. And no more of the relentless imagining. No more relentless pain.

Shadow Alice reaches down and lifts the White Rabbit in one hand.

SHADOW ALICE

Your time is up. We must not be late.

A brief look of shock on the rabbit's face, as the player enacts the command input for the Shadow to pierce him slowly with her Vorpal blade. His eyes close and the light within the scene fades to complete darkness. The last thing we see is the Rabbit's tiny, lifeless body torn into shreds. His heart falls from his body and is cleaved by the Shadows blade. It shatters into a mist.

As the shards glimmer into the darkness, nothing is left, but the empty pitch-black abyss.

Silence.

[A full 60 seconds of darkness follows. There are a few brief flickers of dim light and dust on screen so people do not think the game has crashed or completely ended.]

As the dust and blood falls into dreamlike shards, it slows, then freezes in time.

We wait…

-

LEVEL 9 - ACT 1
A WORLD BETWEEN WORLDS
{A MOMENT FROZEN IN TIME}

Emerging from the Shadows, Alice's inner child steps through infinite darkness.

All is still, silent. Frozen in time, nothing is moving, except for herself.

We PLAY as Alice walks alone with her footsteps. Unable to run, the scene plays as an interactive cutscene. Alice's footsteps echo, reverberating coldly as she wanders along a void of nothingness.

As she walks, she emanates her own dim, gentle light.
It casts just ahead of her, illuminating the **silhouettes of the still figures in the darkness.**

As she nears them, Alice wanders past her slain friends and family. Cheshire Cat, Her Mother, Her Father, Mockturtle, Carpenter. They are dark marble cast statues, frozen at the moments of their death. Their expressions are all tortured.

Alice shudders, and stares at the morbid statues bleakly. Looking at their deaths, frozen in time, she finally gazes at her Shadow Self, immortalized in a fit of rage, tearing the Rabbit in half. Blood still drips from her friend's wounds.

Her macabre gallery of loss, on full display in all its horror. In front of the statue of her Shadow, the inner child begins to cry. Pitch black tears fall from her eyes.

ALICE
Why did she win!? What am I still holding onto?
What allowed her to consume me…

Alice bows her head, and sobs gently. Defeated and confused.

A voice, gentle and familiar from behind her.

???

You are still holding on to me, Alice. You need to let me go.

Alice turns to face the voice.

At first, Alice only sees a large, broken pocket-watch. Its glass askew and shattered.

As Alice's light illuminates the scene, Lizzie steps into view.

ELIZABETH

You still blame yourself for my death. Your guilt. That is the bridge that the darkness can still cross to your heart. But you still have it locked tight.

Lizzie points to her sister's chest.

ELIZABETH

A heart of darkness suits you ill sister.

ALICE <THROUGH TEARS>

You're dead. I avenged your death, but still I can't let you go. Everytime I think of you, he corrupts my memories. I cannot shake them.

As Alice grits her teeth in anger, her eyes turn as dark as the shadows around her. Bumby's laugh is heard as a whisper in the darkness. Something stirs in the shadows.

Lizzie moves forward, and holds onto Alice.

ELIZABETH

Alice, I am more than my death. I am more than him. **I am your sister.** And I will always be your sister. And I love you.

Alice, shudders. She wails as she holds onto her sister.

ALICE

I CAN'T! Your death is my fault.

ELIZABETH

No. The people we love are never truly gone. Life is not an end-result Alice, it is a journey. And I am so thankful to have walked it with you.

Alice listens to her sister intently. Alice's lips tremble.

ELIZABETH

Let me go. It's not your fault. It never was.

It was his. Only his.

Lizzie places a gentle-hand on her sister's cheek.

ELIZABETH

Remember this, Alice. If ever you want to visit me, our time together is always in your memory. I'm always there. Where we dance, and sing and play together. And with that bloody cat Dinah. Such a peculiar thing.

Alice smiles through her tears. Lizzie smiles back.

As she does so, a monstrous apparition of Bumby, twisted, corrupt and misshapen squelches from the Shadows. It laughs horribly, reaching for Lizzie and Alice.

BUMBY/THE DOLLMAKER

You are both mineeee…

The sisters don't flinch. Alice readies herself for battle. Lizzie stands her ground.

ELIZABETH

You have to settle this guilt within you, once and for all. And I'm right here with you.

You know what to do, little sister.

We PLAY a **fierce battle**, as Alice and Lizzie fight against a misshapen monstrosity. It changes shape, morphing between jagged edges and wild, flailing tentacles. The combination of shadow, Bumby and pure evil. **The high stakes encounter serves as a true final-boss fight climax.**

Alice's inner child will fight with all of her skills, to destroy her guilt manifested. Alice's Vorpal blade is made purely of light in this encounter.

After **defeating her Guilt,** Alice drives her **VORPAL BLADE** into the abomination.

Lizzie watches proudly. With a click of Alice's sisters fingers, the rotting remains explode, and dissipate into a fine, sparkling mist around them both.

Light from Alice grows.

Turning to the memory of her Sister, Alice smiles warmly.

ELIZABETH

You've got work to do little sister. If ever you want to visit me. Look within you, I'm there… we all are. Always. My heart is open, Alice. Never closed, never locked. It needs no key.

Zooming into Alice's eyes, it turns into a pool of darkness, with just a flicker of light within them. A single tear slides down Alice's cheek. It morphs, and flashes into a brilliant light.

-

LEVEL 10 - ACT 1
GOAGULA

Zooming out, we witness the face of the Shadow. Unfreezing in time, her look is puzzled. She is all alone.

In the darkness, Alice's voice is heard. It is her normal voice. The one of the repressed, inner-child.

ALICE

Well this is rather pointless. Despite all our collective anger and internal bloodshed, I'm still here. We're both still here. There's no point in pretending that we're not. Your destruction of the old has led to the construction of something new…

A faint flicker of light in the darkness. It resolves into the

flapping wings of a brilliant blue butterfly. And then another and another until butterflies fill our view.

ALICE

We've been so focussed on guilt, but guilt can die. You cannot kill curiosity. It's that part of your brain that seeks to understand which drove you to explore. And in exploring you discovered pain but also found truth. And that truth won't set you free… but it will at least allow you to stop looking in that direction.

Butterfly wings flap and twist revealing behind them a growing mass of flowers and leaves and trees.

ALICE

Point is, nothing is going to make it better. Those horrible memories did happen. But you don't have to keep staring at them.

The trees resolve into a great forest and we're suddenly flying over Wonderland within a swirling mass of butterflies.

ALICE

Turn your curiosity to other things. You've spent enough time inside your own head. It's time to get out of that maze. Time is what we now have. We have time to explore other lands.

Our view focuses on a ledge within **THE VALE OF TEARS** where Shadow Alice stands next to Child Alice. They are at peace as they gaze out on a fresh new Wonderland. They each are sitting on a quaint picnic rug together. Both halves of Alice are sharing a tea-party.

Alice continues to speak to her other half;

ALICE

Look at what a fantastic journey has sprung forth from all that pain and suffering. All that pain, the adventure, the obstacles, and the achievements. It was all very really, and all very much, not for nothing. We've grown. And we've learned.

We should be excited to see what comes next. We're ready for it. As ready as we'll ever be.

SHADOW ALICE

What if it's only more darkness that awaits us?

ALICE

Then we'll face that too. Together. We're no strangers to it.

Inner-Child Alice smiles at her older self as she says;

ALICE

You are me. I am you. And now, we two are one.

They both smile.

The Plush Rabbit is overjoyed, and throws himself between the two Alice's, not really too sure who to celebrate with or embrace most.

As Wonderland resumes it's beautiful, lush and lightened state, Umbra Land is no more. The beautiful world around them breathes and glows. Both Alice's stand up, and look towards a scene of the memory Alice glimpsed from her Mother.

A ghostly vision of Radcliffe's face is in the sky. Through the clouds it plays, his expression is puzzled. Still at knife point.

SHADOW ALICE

There really is a darkness in me. And out there. It's everywhere.

ALICE

Yes. Always. That's the truth of it. But it's what we choose to do when we experience that darkness, that makes the best of us.

SHADOW ALICE

Do we persist, overcome, and learn. And help those who also suffer? Or do we choose to inflict and pass that same darkness onto others?

ALICE

Let's find out.

Both Alice's link hands, and a brilliant white light obscures their silhouettes.

As the Child and Shadow share a calm moment of pause together, the sunlight shines on Alice Liddell's face. Shadow from the trees also basks them, and as light from sky, and Shadows merge on the two halves, the camera pans around the tea-party. In a brief trick of optical illusion, there is now only ONE Alice Liddell.

She finishes her tea. The camera zooms into the green eyes of Alice in her Wonderland, and zooms out to reality.

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LEVEL 10 - ACT 2
GOAGULA
LONDON - RADCLIFFE'S HOME (DAY)

We PLAY as an adult Alice Liddell confronts Radcliffe. He stumbles back and flails around the room like a fat, stuck pig. He is sweating profusely, untidy, and bumbling incoherent nonsense.

As Alice follows him, she calls him out on all his nefarious doings towards her. Alice Liddell points her vorpal blade accusingly at him in one hand. He gulps disgustingly.

From her other hand, she produces; **A BOUND LITTLE BLACK BOOK.** She then slams the point of the Vorpal Blade down into the book on a desk in front of her.

In piercing the document, it unravels the thread tying them together, showing all of Radcliffe's evil plotting, receipts, photographs, and proof in his, and Bumby's crimes.

ALICE

You will pay for what you've done. You bastard.

With that, Alice stands back, gathers her blade, and crosses her arms. The proof she has gathered is irrefutable.

For a man undone, Alice notices, his nerves have calmed considerably.

RADCLIFFE

Close the door Angela, or I'll hurt the rodent again…

The door slams shut behind them. A lock is heard sliding into place. A sad little girl - Angela - has entered the room and locked the door.

Radcliffe begins to laugh, as he slams Alice's toy rabbit down on the desk in front of him. Alice is betrayed and alone again. She doesn't flinch.

ALICE

I see you've found my rabbit.

RADCLIFFE

Your old toys prove more useful in controlling others than it ever did with you…

Glaring at Angela, Radcliffe twists the toy rabbit's neck. Angela winces and holds back tears as he does so.

ANGELA

…P-please don't hurt him…

RADCLIFFE

SHUT YOUR MOUTH ANGELA.

The girl falls silent. Radcliffe smiles. Glaring at Alice, he never breaks eye-contact.

RADCLIFFE

Stupid brat. Can't you see? We have company.

Radcliffe's words are thick with mocking indignation. He continues addressing Alice, but his body language and tone change. He sounds sincere;

RADCLIFFE

Don't you see, Alice? I'm not the villain here. Please, see the reason. Angus committed the heinous acts that saw your family slain. His vices were terrible. A monster. He is dead. Rightfully so. And I could turn a blind eye…

Alice listens. He continues;

RADCLIFFE

Through my coercion and conversations with him, I saved you from him. Don't you see? I never shared his predispositions of the flesh. I am a businessman. Plain and simple. There was demand. We fed the supply. But YOU. You were MY ward Alice. I protected you from that fate. And I merely took care of your affairs, kept a roof over your head, and held your family's estate, until you were old enough to… handle it all yourself.

His pause rings hollow.

ALICE

And am I old enough now? Am I experienced enough to be rid of you?

RADCLIFFE

Oh come Alice. Hush.

He smiles wickedly.

RADCLIFFE

We both know you're insane. Unfit to handle such a responsibility. You have such an affinity for

violence. Which must be dealt with first.

Alice keeps her blade pointed at him. He meets her stare.

RADCLIFFE

Tsk-tsk. Your foresight is poorly limited, girl. As is your caliber and class. You choose violence. I choose strategy. You've neglected my contingency plans Miss Liddell. The promise of your family's money has already secured my place in this society. The gains from our little… business venture you've uncovered is beyond lucrative. Supply. And demand. It flows deep. And through that, the services of the law are already bought, sealed and paid for.

RADCLIFFE

You've far overestimated your own place and power here. Your pathetic truth has no value.

He draws a small fire-arm from his coat pocket.

RADCLIFFE

I'd hoped you'd eventually succumb to your madness, and fade away like the ashes of your forgotten family. Angus and I were so close to being rid of you…

RADCLIFFE

But it appears I've needed to take a more direct approach to your incessant meddling.

Alice readies herself.

The shadows of the room dim. Alice holds her ground, blade in hand. Her eyes are sharp and still.

As Radcliffe aims his weapon, he smiles like a devil.

RADCLIFFE

Any last words girl?

Alice's corrupt ward snickers. He savors his power.

She gently answers;

ALICE

You've all looked at what's in my mind for so long…

Alice's head tilts as she locks eyes with her tormentor. He is frozen in place.

ALICE

I wonder, what's in yours?

A dark pulse emanates from Alice, as the shadows knock Angela to the ground. With an ethereal shudder, Alice's control of her darkness propels her in an instant face-to-face with Radcliffe across the room. Her focussed eyes meet his terrified ones.

He looks to see the gun in his hand has turned to a distinctly less deadly, blue butterfly. It lazily flits away as he trembles in a world of shadow.

With Alice's blade pointed at him, running along his chin, she playfully begins;

ALICE

I've mastered my demons. Even had tea with some of them quite recently.

He has no words for the horror and power he is facing. Alice continues;

ALICE

How are your demons, Radcliffe?

He gulps in reply.

Alice continues;

ALICE

We should visit them.

Alice presses a finger to his sweating, fleshy temple.

ALICE

Together.

-

FINAL LEVEL

ALICE IN OTHERLANDS

The walls of the room blow apart as Radcliffe and Alice tumble into a spiralling Abyss.

Alice floats with the elegance of a ballerina.

Radcliffe is crying and screaming out, a tumbling, blubbering mess, memories of vile deeds he has committed fly past and into his eyes. Horrible manifestations of insatiable greed, envy and wrath swiftly devour, bite and chew at his body as he falls. Spiralling and tumbling into the void, the man cannot fathom or process his own darkness.

We PLAY as Alice runs through Radcliffe's Otherland. She battles past hoards of his inner demons towards the seat of his consciousness. The world is a place of books and ledgers. Words and documents flutter through the sky overhead. The mind of a man whose internal world is propped up by twisted logic and the smugness of an expert in legal warfare. But his way with words is no match against Alice's blade and cunning.

She reaches his center of logic, and throws her Vorpal Blade into the works. In an instant, the edifice of his self image is destroyed and the reality of his cruelty unleashed. The monster within is freed from its cage and allowed to run rampant throughout his mind - destroying everything it touches.

He has no light within. His darkness eats him alive. He is broken and lost.

Truly a monster within a monster.

Alice exits Radcliffe's Otherland. Leaving him to be consumed from within by his own demons.

-

ASYLUM

Falling back into reality, Radcliffe and Alice are now back in his office. Alice deftly lands on her feet. A few butterflies flicker past.

Radcliffe thuds to the floor on his hands and knees. As his glasses fall and clutter to the ground, Alice crushes them beneath her boot.

Radcliffe writhes and his eyes dart from side-to-side. His spit bubbles as he whispers frantically to himself through clenched teeth.

Alice assesses her former ward.

ALICE

My diagnosis: nothing but darkness and evil resides in you. At your core and through everything you touch, there is no light. Only darkness and suffering of others as a result of your influence. No balance.

Turning her back on an otherwise incapcitated Radcliffe, the light grows brighter in the room.

Alice unlocks the door and lets some policemen into the room.

POLICEMAN #3

Alice, we've looked into that book, it matches up. We've found some of them. Bumby, Radcliffe, these bloody fiends were selling those kids…

They stop, and witness a scene of madness before them: Radcliffe's own darkness has completely taken over him.

The officers are speechless.

ALICE

You are truly a broken man.

Alice looks at a disgraced and defeated Radcliffe.

ALICE
I think you've got some work to do on yourself if you're ever to be more than that.

Dazed and bloodied, and after his full display of attempted murder of Alice and of the officers around him, Radcliffe is quickly restrained, beaten, and carried away.

Radcliffe still spouts nonsense through his broken teeth as he goes.

The officers are heard saying.

POLICEMAN #4
Monster. I think some time in Rutledge's will do this one well!

Radcliffe screams.

Satisfied, Alice retrieves the little black book she has collected, and leaves the room after the remaining policemen have removed Radcliffe from the premises.

Alice walks down the halls and notices a photograph of Radcliffe standing beside her. Her corrupt ward is now finally gone. Alice is free.

Next to it, Radcliffe is standing in another, newer photo with another young girl.
"Angela" is embossed on the ornate frame.

Alice's focus is broken by hearing a **HUMMED TUNE.**
It is the same one her own inner-child once hummed in Wonderland.

We PLAY as Alice tries to locate the source of the sound. Following the tune through the labyrinth corridors of Radcliffe's gaurish mansion as it grows louder, Alice turns corner after corner.

Finding the source of the song, a cutscene plays, as Alice meets young **ANGELA RADCLIFFE** again.

The girl from the other photograph is now standing in front of Alice. She is clutching the rabbit doll, as a group of policemen

console her, and wonder what to do with her next.

POLICEMAN #5

Another of Radcliffe's Wards.

POLICEMAN #6

She's got no place to go now.

Alice kneels down beside the scared, and obviously confused girl. Speaking at her level, eye-to-eye, Alice gently speaks.

ALICE

Where would you like to go Angela?

The child remains silent, and instead squirms and squeezes her rabbit tightly.

Alice looks towards the rabbit in the small girl's arms, and pats his head.

ALICE

Maybe you should ask him? He might know where to go.

Angela, ponders on this for a second. She then whispers something to her rabbit. This familiar back and forth plays out in front of Alice until Angela and the rabbit have finished talking amongst themselves.

Angela then looks up, and replies to Alice;

ANGELA

He thinks we should follow you now.

Alice gently clasps Angela's hand. The scene ends.

The Alice: Asylum logo appears on-screen, and the credits roll.

-

<END CREDITS SEQUENCE PLAYS>

ALICE
ASYLUM

AFTER CREDITS SCENE

LONDON - HOME FOR WAYWARD CHILDREN (DAY)

After the credits roll, a secret ending scene plays out.

The scene opens to a beautiful, english countryside home. Green, lush, gorgeous and bright.

Alice Liddell, is smartly tailored and elegantly styled. She is dressed in deep, rich blue attire. Alice walks through the gates of the beautiful estate. She passes by a gorgeous, brand new bronze plaque which reads;

“Liddell’s Home For Wayward Children”

As Alice approaches the grounds, she is swarmed by happy, well-fed, content, healthy children. The downtrodden children from Bumby’s former “support” home are all here too. They have never been happier, and they are ecstatic to see her again.

As the children run through the arches into the entrance of the building, Angela Liddell is waiting for Alice, and meets Alice at the stairs. The little girl is in her Sunday best, and is still clutching onto her plush rabbit.

Alice looks down at Angela, and they both smile warmly.
The little girl asks curiously;

ANGELA

Will we have time for a tea-party today Miss Liddell?

ALICE

Always.

Alice replies with a knowing grin.

Angela excitedly beams back, and then walks on alongside Alice into the building.

Angela drops her rabbit toy to the floor absent-mindedly in her excitement as she skips along.

As Alice and Angela walk away, the rabbit is left lying still and motionless on the floor.

The sound of children and laughter fades.

The rabbit blinks.

Gets to his feet, and runs after his best friends.

-

<SCENE ENDS>

FINAL SCENE

LONDON - UNKNOWN LOCATION

The scene opens as gentle rain falls on a dimly lit English Manor.

Gruff and messy munching sounds are heard, as we cut to a disgusting and wealthy lord. He greedily and messily devours his dinner. Between filthy spits of food, he holds a full cup of wine, and bellows;

???

Edward! EDWARD! Wine! MORE WINE, BOY!

His pleas are unanswered.

???

Blasted ungrateful bastard. I paid good money for you. You'll taste my fists tonight…

Rumbling his way through his manor, the brute slams open door after door.

Eventually, he finds young **EDWARD.**

As he slams open the door, a shrill, guttural gasp of fear escapes from the lord.

Rain continues to fall on the windows.

Edward is sitting on the floor, playing with a small plush rabbit. Alice sits on the floor, and she has her back to the disgusting intruder.

Thunder and lightning crackles, as the scene flashes in light.

The Cheshire Cat, Carpenter, Hatter, Tweedle Brothers, The Knave, The Queen of Hearts and all of Wonderlands inhabitants are sitting around the room. Silently. Their shadows cast long swathes of darkness in the light.

They all stare unflinchingly at the fearful man.

Alice stands up, and turns to face the trembling man. Revealing; an open, **little black book in her hands.**

ALICE

The proud owner of… number one hundred and twenty four, I presume?

She crosses a line off the page, one of many others, and shuts the book with a snap.

The man begins to stutter. Before he can pass a single word, all the light fades in the room, as Alice fixates her stare on the Lord.

ALICE

It’s your turn to look at your true self… from within.

Alice turns into a massive terrifying shadow creature, and enters every open orifice of the man’s face. Shadowy tendrils invade his eyes, mouth, nose and ears as Alice enters his mind.

He screams, as the scene zooms into his pupils, we see shadows and light dance within.
The scene ends in total darkness, as we listen to the horrible screams of the disgusting man as he faces the true horror of his own inner demons.

The last thing we hear on Alice’s journey, is the happy laugh of young Edward, as he sings, dances and plays with his new friends.

-

<SECRET ENDING COMPLETE - GAME 100% COMPLETE>
<NIGHTMARE+ DIFFICULTY UNLOCKED / ACHIEVEMENT UNLOCKED>

GAME ENDS

THANK YOU

We hope you enjoyed the story for Alice: Asylum. What you have just read is the narrative outcome from hundreds of hours of work, many nights of writing, feedback collation, fan participation, editing and in-depth discussion over Zoom calls in order to make the Alice: Asylum narrative experience as strong, enjoyable and powerful as it can be.

But, Alice's story isn't over just yet. There's still plenty of work to do.

QUESTIONNAIRE SUBMISSIONS FOLLOW-UP REQUEST

If you HAVE ALREADY submitted a PDF feedback form from the Version 1.0 Narrative Outline, we have one last thing to ask you.

We would like to include your name in the final Design Bible document for Alice: Asylum.

The feedback we received helped us focus in on areas that were consistently mentioned by Alice's fans. We are grateful for your attention, care, honest feedback and your time taken to get your feedback to us.

If you would like to be directly named in the Design Bible for your feedback, **please respond to your initial email you submitted when you submitted your Feedback Form PDF,** with your first name (or full name) and we will drop your name in the Design Bible. Your call if you would like to be named or not.

WHAT'S NEXT?

After the release of this document, this narrative outline serves as base proof of concept for the narrative content to be contained within the *Alice Asylum Design Bible.* Work will resume on the Design Bible based on the content within this document. The Alice Asylum pre-production project remains in state of "Work in Progress". All content is subject to change, but the focus is now on delivering a "proof of concept" in a high-quality, finished presentation package. Some story edits may still happen, but our team focus is now on *finishing the Design Bible*, rather than *editing the story*.

The Design Bible is a comprehensive and detailed game design document, (currently a work in progress) featuring all potential concept artwork, game mechanics and game information, alongside the potential narrative script outlined in this document. The Design Bible will contain all information created for the Alice Asylum game concept, to be released in a digital format for FREE upon completion of the Design Bible project.

The Design Bible is viewed as the best sales tool for prosepective investors, as well as an avenue for the fans to enjoy some quality Alice content, hopefully resulting in a potential new game to be funded and greenlit for development.

DOWNLOAD THE DESIGN BIBLE W.I.P. HERE

Join the Patreon and become involved in our live streams, discussions, and Discord.

PATREON.COM/AMERICANMCGEE

EDIT SUMMARY AND NOTES

To save you scouring through both Version 1.0 and Version 2.0 side-by-side to find the key differences in the story, here is short summary that may help you quickly identify key areas of refinement in this new pass.

ENTIRE DOCUMENT

+ Minor edits.

Small dialogue, grammar and redundancy are issues addressed in most chapters. Completed and reviewed by both American and Alex. Too small edits many to name. They are probably too small to notice.

-

(The Slumber - Encounter #1 - Resistance)

NO EDITS.

-

LEVEL 1 - ACT 1
DENIAL REALM - THE GREATEST SHOW

+ Minor edits.

1. Minor foreshadowing for TWEEDLE BROTHERS Boss Encounter with Balloons being explicitly mentioned.

++ Significant edits.

2. FORTUNE TELLER scene signifcantly re-worked to include “Third Eye” UI Navigation and clear objective marker earlier in-game. Matches the moment Alice “starts to go off script” in the circus, allowing her to find her own way.

-

(Slumber Encounter #2 - Determination)

+ Minor edits.

1. Opening scene is a clearer transition from the previous FORTUNE TELLER scene.

2. Some minor edits in the memories and “past-tense” that foreshadow BUMBY. Edited to better serve the narrative.

-

LEVEL 1 - ACT 2
DENIAL REALM - THE BIG TOP

+ Minor Edits

1. Third Eye navigation mentioned for consistency.
2. Tweedles Boss Encounter Entrance is slightly more aggressive than previously written.

-

LEVEL 1 - ACT 3
DENIAL REALM - THE MOON

+ Minor Edits

1. The Balloon Alice escapes in is now written as “crashing” into the Moon, allowing an onscreen destruction scene for the prop.

-

LEVEL 2 - ACT 1
ANGER/JUDGEMENT REALM - THE QUEEN’S DOMAIN

+ Minor Edits

1. Slight reworking of the dialogue exchange between ALICE and THE SHADOW in first appearance of the Shadow in this chapter.

+++ Major Edits

2. All THE KNAVE character dialogue has been re-worked to create more tension, and present the character as a threat, and also a potential ally in his key scenes. He is written as a double-edged sword. The character now has a focus quirk in his PLAYING CARDS he uses. Foreshadowing for usage in the QUEEN OF HEARTS Boss Fight.

-

LEVEL 2 - ACT 2
ANGER/JUDGEMENT REALM - THE COURTHOUSE

+++ Major Edits

1. All THE KNAVE character dialogue has been re-worked to better suit the rationale previously described.

-

(Slumber Encounter #3 - Rage)

++ Significant edits.

1. BUMBY's and RADCLIFFE's dialogue significantly reworked to state clear motive, insinuate planning and general nefarious deeds committed towards ALICE's family's demise.

-

LEVEL 2 - ACT 3
ANGER/JUDGEMENT REALM - CROQUET FOREVER

++ Significant edits.

1. Threat and tension in loss of the CROQUET GAME is established early on in the chapter. Player knows the stakes if they lose.

-

LEVEL 2 - ACT 4
ANGER/JUDGEMENT REALM - THE ROAD TO ROYALTY

+++ Major Edits

1. All THE KNAVE character dialogue has been re-worked to better suit the rationale previously described.

2. End of Chapter transition completey reworked to include NEW CHAPTER. (INSIDE THE QUEEN'S CASTLE).

-

+ NEW CHAPTER / NEW LOCATION / NEW SCENES / NEW CHARACTERS

LEVEL 2 - ACT 5

ANGER/JUDGEMENT REALM - IN THE HALLS OF THE QUEEN'S CASTLE

+++ Major Edits

1. Heavily requested fan-addition, "To explore the Halls within the Queen's Castle". New gameplay section introduced and written.

-

LEVEL 2 - ACT 6

ANGER/JUDGEMENT REALM - THE DUNGEONS

++ Significant edits.

1. Opening scene of THE KNAVE and ALICE has been reworked to include a more definite seperation.

+++ Major Edits

2. All THE KNAVE character dialogue has been re-worked to better suit the rationale previously described.

-

LEVEL 2 - ACT 7

ANGER/JUDGEMENT REALM - THE THRONE ROOM

+++ Major Edits

1. All THE KNAVE character dialogue has been re-worked to better suit the rationale previously described.

2. THE KNAVE dialogue exchange with THE QUEEN OF HEARTS and the events that transpire has been re-worked to better close the KNAVE's arc.

-

(Slumber Encounter #4 - Guilt)

[Requiem, K. 626: Lacrimosa - (Mozart)]

NO EDITS.

-

LEVEL 2 - ACT 8
ANGER/JUDGEMENT REALM - THE BROKEN THRONE ROOM

+ Minor Edits

1. THE SHADOW's actions have been slightly reworked for more malice.

++ Significant edits.

2. THE KNAVE dialogue exchange with ALICE and the events that transpire has been re-worked to better close the KNAVE's arc. Despite accepting and overcoming the fear of change, fate can still strike at any time. It is outside our control.

-

LEVEL 3 - ACT 1
MAD HATTER'S DOMAIN (BARGAINING REALM) - THE CHAOSMA

+ Minor edits.

1. THE CHESHIRE CAT dialogue exchange with ALICE and the events that transpire have been tweaked slightly.

-

LEVEL 3 - ACT 2
MAD HATTER'S DOMAIN (BARGAINING REALM) - CHESHIRE LAIR

+++ Major Edits

1. THE CHESHIRE CAT'S LAIR section has been reworked to make the "Inner Compass" item perform differently. Framed as similar to "SHRINK SENSE" from Alice: Madness Returns. Scene description, events and dialogue changed to suit new item rationale.

2. Ending Transition of chapter is reworked to add TENSION in the lead-up to encountering HATTER for the first time.

-

LEVEL 3 - ACT 3
MAD HATTER'S DOMAIN (BARGAINING REALM) - HATTER'S WORKSHOP

++ Significant edits.

1. The opening scene is reworked to better suit the TENSION and stakes established in the ending transition from the previous scene.

-

LEVEL 4 - ACT 1
VALE OF TEARS (DEPRESSION REALM) - Abyssal Station

NO EDITS.

-

LEVEL 4 - ACT 2
VALE OF TEARS (DEPRESSION REALM) - Echoes of Darkness

++ Significant edits.

1. RADCLIFFE's dialogue is reworked for more threat and positioning of an antagonist.

+++ Major Edits

2. ELIZABETH is included in the nightmare memory scene. Foreshadowing her ending scenes with ALICE.

-

(Slumber Encounter #5 - Fate)

NO EDITS.

-

LEVEL 4 - ACT 3
VALE OF TEARS (DEPRESSION REALM) - The Mines of Memory

NO EDITS.

-

(Slumber Encounter #6 - Transformation)

+++ Major Edits

1. Reworks focussed on foreshadowing the OTHERLANDS

twist with RADCLIFFE in the end-game scenes has been actioned and inserted here.

-

LEVEL 4 - ACT 4
VALE OF TEARS (DEPRESSION REALM) - The Tree of Memory

NO EDITS.

-

INTERMISSION (HUB-WORLD)
MAD HATTER'S DOMAIN (BARGAINING REALM) - HATTER'S WORKSHOP

NO EDITS.

-

LEVEL 5 - ACT 1
VALE OF TEARS (DEPRESSION REALM) - WONDERLAND WOODS

++ Significant edits.

1. MOCKTURTLE's exit from the scene is no longer ambiguous.

+++ Major Edits

2. NEW CHAPTER ENDING SCENE and chapter transition featuring THE SHADOW has been worked in to close off the MOCKTURTLE's exit.

-

LEVEL 5 - ACT 2
VALE OF TEARS (DEPRESSION REALM) - THE DUCHESS'S COTTAGE

NO EDITS.

-

(Slumber Encounter #7 - Sorrow)

++ Significant edits.

1. More ELIZABETH ending foreshadowing worked into this scene.

-

LEVEL 5 - ACT 3
VALE OF TEARS (DEPRESSION REALM) - A MIND LOST
NO EDITS.

-

LEVEL 5 - ACT 4
VALE OF TEARS (DEPRESSION REALM) - A MIND FOUND
NO EDITS.

-

INTERMISSION (HUB-WORLD)
MAD HATTER'S DOMAIN (BARGAINING REALM) - HATTER'S WORKSHOP

+++ Major Edits
1. NEW WEAPON - ICE WAND. Acquired from HATTER in this exchange.

-

LEVEL 6 - ACT 1
THE CATACLYSM - AWASH IN A BURNING SEA OF NOTHINGNESS
NO EDITS.

-

(Slumber Encounter #8 - Reap What You Sow)
NO EDITS.

-

LEVEL 6 - ACT 2
THE CATACLYSM - LEDGERS ARE DUE
NO EDITS.

-

(Slumber Encounter #9 - He Knew)
NO EDITS.

-

LEVEL 6 - ACT 3
THE CATACLYSM - STARING INTO THE ABYSS
NO EDITS.

-

A FINAL INTERMISSION (HUB-WORLD)
MAD HATTER'S DOMAIN (BARGAINING REALM) - HATTER'S WORKSHOP
NO EDITS.

-

LEVEL 7 - ACT 1
THE WAY HOME - WINGS OF STEAM
NO EDITS.

-

(Slumber Encounter #9 - Truth)
NO EDITS.

-

LEVEL 8 - ACT 1
UMBRA LAND

++ Significant edits.
1. SHADOW ALICE and ALICE exchange at end of chapter has been reworked to reference ELIZABETH.

-

LEVEL 8 - ACT 2
HEARTS OF DARKNESS

+ Minor edits.
1. THE SHADOW's dialogue towards THE RABBIT has been updated slightly.

++ Significant edits.
2. Chapter transition has been reworked for the opening for the NEW CHAPTER that follows.

-

+ NEW CHAPTER / NEW LOCATION / NEW SCENES

LEVEL 9 - ACT 1

A WORLD BETWEEN WORLDS

{A MOMENT FROZEN IN TIME}

+++ Major Edits

1. Heavily fan requested chapter that addresses ELIZABETH's significance to the same level that ALICE'S MOTHER AND FATHER appear in Slumber Encounter #9. New CHAPTER created focussed on the resolution of ELIZABETH's STORY arc for ALICE.

-

LEVEL 10 - ACT 1

GOAGULA

+ Minor edits

1. Dialogue exchanges between ALICE and THE SHADOW have been tweaked slightly throughout this chapter.

-

LEVEL 10 - ACT 2

GOAGULA

LONDON - RADCLIFFE'S HOME (DAY)

++ Significant edits.

1. RADCLIFFE's dialogue has been edited to frame him more as a true THREAT and the main ANTAGONIST.

-

FINAL LEVEL

ALICE IN OTHERLANDS

NO EDITS.

-

ASYLUM

NO EDITS.

-

AFTER CREDITS SCENE

LONDON - HOME FOR WAYWARD CHILDREN (DAY)

NO EDITS.

-

FINAL SCENE

LONDON - UNKNOWN LOCATION

++ Significant edits.

1. Final Scene was originally positioned as a “SECRET UNLOCKABLE SCENE” for 100% completion of the game. The ending scene was deemed too important to skip unless the player had completely finished the game, so it is now automatically accessible upon completion.

2. ELEANOR has been changed to EDWARD at the request of American.

+++ Major Edits

3. Original ending in V 1.0 Document feedback was ambiguous in what exactly takes place. Concern was raised by fan-feedback that it was suggested ALICE kills the LORD. This was never meant to be the case. The new ending is written in a way that the scene was intended, in that ALICE enter the OTHERLANDS of other people, in order for them to resolve their internal issues.

-

<VERSION 2.0 EDIT NOTES AND SUMMARY END>